

**TOP**  
Every Thursday

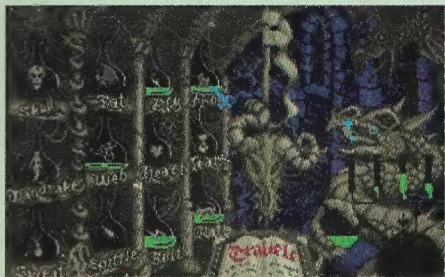
THE COMPUTER AND CONSOLE MAG WITH THE MOST

# GAMES-X

8th-14th August '97  
Issue 16

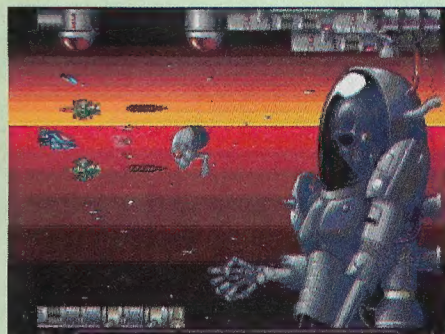
Amiga • Atari ST • Consoles • C64 • PC • Spectrum • And more...

Blade Warrior



**EXCLUSIVE:**

- ★ ROLLING RONNY
- ★ BLADE WARRIOR
- ★ DYNAMITE DUKE

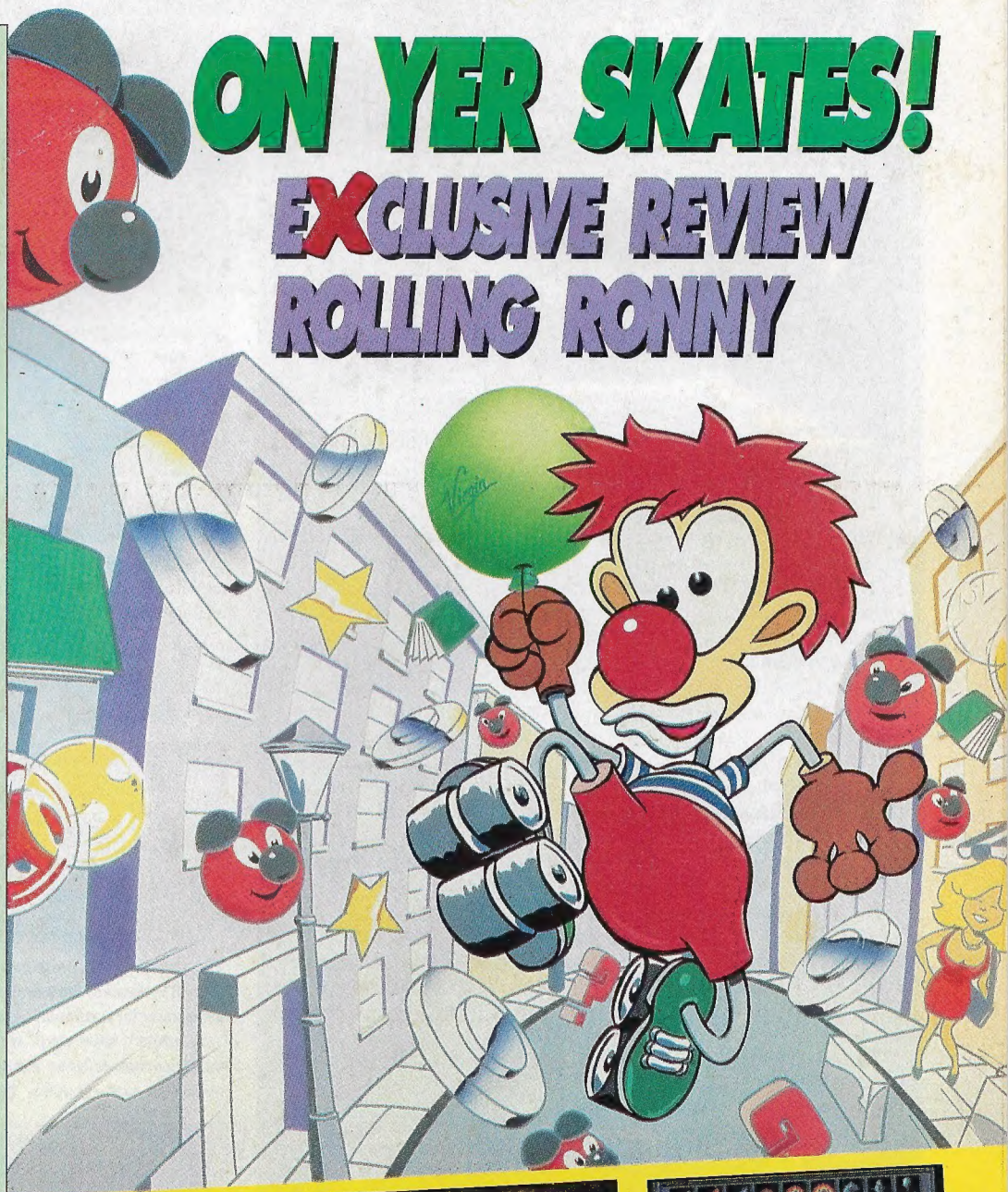


Armalyte - The Final Run

- ★ ARMALYTE
- ★ MIGHT & MAGIC
- ★ INT'L CHAMP ATHLETICS

## ON YER SKATES!

### EXCLUSIVE REVIEW ROLLING RONNY



**MIND ALIENS p. 43**



**CREATIVE MATERIALS  
CLARKSONED p.24**



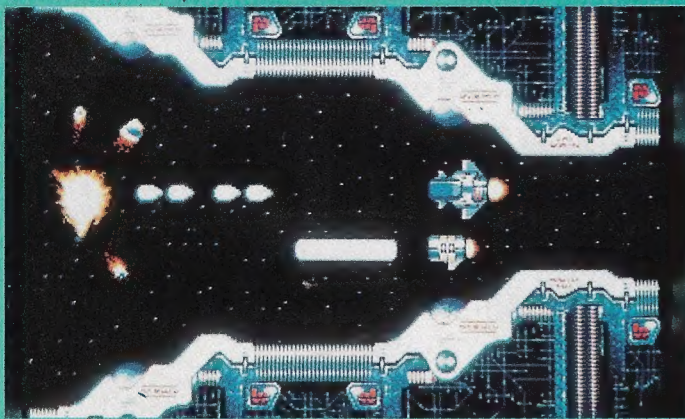
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**NAME THE GAME  
COMPETITION p.9**

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WHO'S BUYING WHAT? SEE THE GALLUP SOFTWARE CHARTS



## CARDIAXX

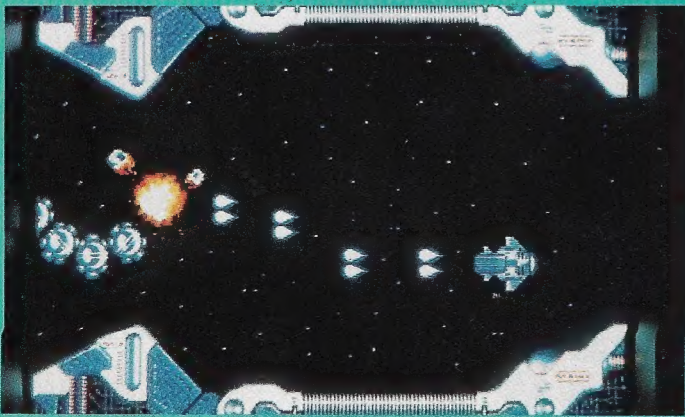
Having just bought shares in BUPA, Electronic Zoo is drumming up business with a game that's designed to send your blood pressure soaring and your heart racing. Aptly-named, *Cardiaxx*, is reputed to be the fastest horizontally-scrolling shoot'em-up this side of the planet Bleeeeeem.

The emphasis in this game is on speed and that ol' arcade formula of pace and action to test your reactions, rather than going "COO" and "COR" at the pretty slick graphics.

The year is 3151, and you're a fossil in a glass case at the natural history museum. No, you're piloting this rocket-fuelled rollerskate through a constant stream of alien races, who have one ambition in life, to be blasted to smithereens by your instruments of destruction. Weaponry can be bolted on as you set interplanetary relations back eons, and extra ammo is always up for grabs.

One neat feature is computer-synthesised voice that warns you of approaching hazards, a bit like having your mum in the back seat. To the strains of a thumping rock beat, the action only stops when your guts are blown all over the galaxy.

*Cardiaxx* is due for release in September on the Amiga, ST and PC compatibles.



## STAR TREK

Finally, it looks as if there's going to be a game to do this favourite cult series justice - 25 years old this year, don't you know. *Star Trek* is being designed in the States by Interplay and visually they've captured the look of the '60s costumes, icons and surroundings.

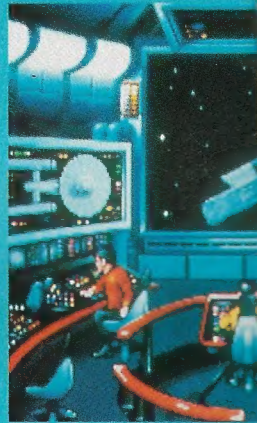
While on board the Enterprise, you will be able to take control of the bridge as Captain Kirk, communicate with the crew and receive status reports from Spock, Uhura and Chekov.

There's a combination of starship commands and when confronted by an enemy ship, you can identify them as aggressors and blast them out of the sky in a furious battle.

What's really exciting is the chance to beam an exploration party down to a planet surface. There you control the team as it searches for life and civilization, ensuring that phasers are permanently on stun - just in case.

*Star Trek* is midway through development and we are now investigating to bring you more in-depth news.

The game will be available on Amiga and PC and will be published by Electronic Arts in the UK.



## GIFTS AND PRIZES

I know we hinted at it last week, but here for delight and delectation is a little more on the Philips/Microprose tie-in.

From September right through until Christmas every Philips CM8833 Mk2 monitor will contain a copy of the award winning flight sim, F19 Stealth Fighter.



The game will be on the Amiga format with ST owners having the option to send away for a compatible copy.

Philips are also offering new monitor owners the chance to win oodles of extra goodies, the top prize

each month being a turn on a Boeing 737 flight simulator! So start saving those pennies now and look out for the special promotion packaging.

At £269 the Philips CM8833 Mk2 is a terrific addition to your existing system. Even jolly old console owners will be able to use it!

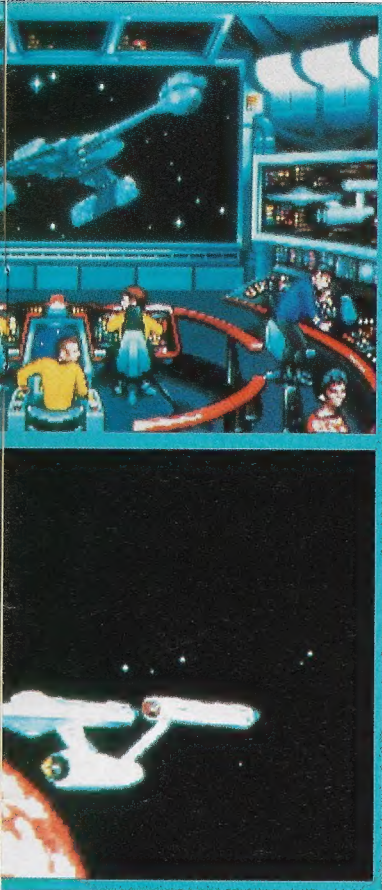
## PERSONAL PRO

As Seve and Nick cursed in the rough and blinded on the green at the 120th Open Championship, Audiogenic were busy negotiating a deal to flog the excellent golf tutor, *Personal Pro*, in Europe.

This fully-interactive teaching aid was designed by Robert Mack, who's more renowned for his teaching skills than his participation in the US Open.

First the program gathers details of your ball flight characteristics using a simple question/answer system. This





# NOVA 9

As those of you who have been playing Dynamix's Stellar 7 will know, Gir Draxon, the Supreme Overlord of the evil Arcturan Empire is a deadly opponent. In the role of commander of the Terran High Command's most elite craft, the Raven, it is your task to save the Earth from the invading Arcturan fleet.

Having banished Gir Draxon and his minions from the Solar System, the defeated leader crash lands on the peaceful planet of Nova 9. Exploiting the locals, Gir begins to rebuild his armada as he plots his schemes against you. Learning of his whereabouts you hatch a plan to despatch the evil leader once and for all.

**Nova 9 follows directly on from Stellar 7 and fans of the classic Atari coin-op, Battle Zone, will love the latest challenge. The game will be available from Sierra on the PC at the beginning of September. An Amiga version will follow early next year.**



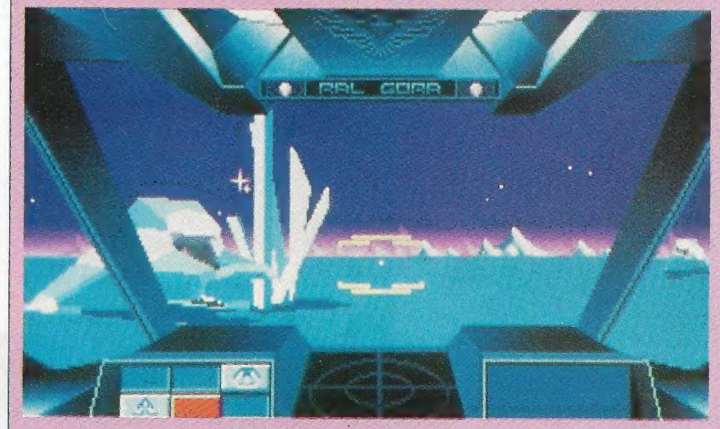
information is then analyzed against the program's database of expert golfing knowledge to find a checklist solution to the problem.

This checklist can be printed out to show the faults that must be eliminated, positive elements which should be



encouraged and a complete list of helpful hints. There's even a notebook computer which means you can take the tutor on the course with you, rules permitting.

Personal Pro also uses life-like



animated sequences showing exactly what you are doing wrong and how you should alter your game so that you don't make the same mistake again - would you dare?!

The game will be available on all PC compatibles for £39.95. Seve's phoning up with his American Express card number as we speak. "Don'ay leave 'ome wi'out eee!"



# WITCH LORD

Following in the wake of its best-selling Hero Quest game, Gremlin is to release a series of data disks. You'll obviously have to already own the original game, but the new disks will offer you the chance to develop your warriors even further.

The first games to appear will be *Kellar's Keep* and *Return of the Witch Lord*. The expansions will cost £14.99 on 16-bit machines, £5.99 for 8-bit cassettes and £7.99 for 8-bit disks.

The new missions include new graphics and monsters and will appear at the end of August.

# INSIDE

Best of the Bunch

**Name the Game 9**  
Hundreds of pounds worth of prizes to be won in this mega Demonware compo.

**Take a look at 24**  
**Creative Materials**  
This week we subject Andy Heike, one of the masters of home computer games, to the dreaded GX interview.

Game of the week




**Rolling Ronny 16**  
This little chap dons his rollerskates and catches the odd-jobs craze

Regulars

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Bri brings you all the best gossip

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... and Shop Talk brought to you from Slough via Games-X.

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Toki, PP Hammer, Chuck Rock, Armour-Geddon and more...

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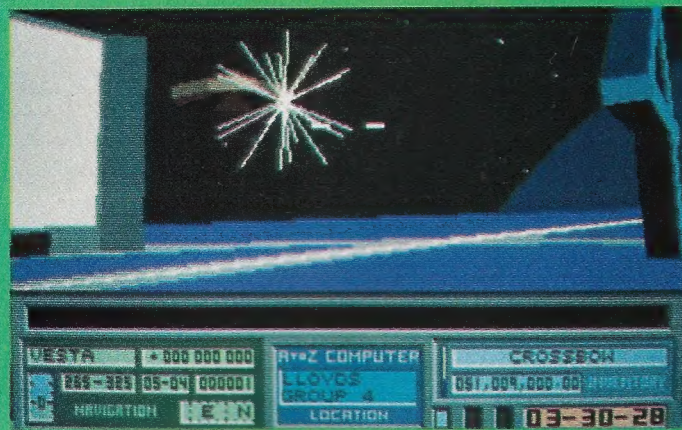
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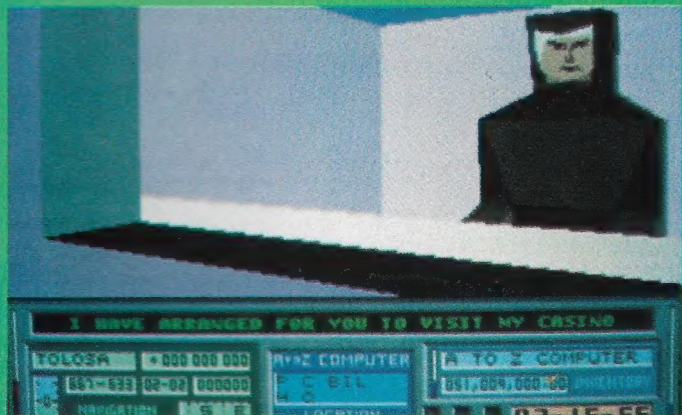


## MERCENARY III

The name of Paul Woakes is synonymous with 3D space exploration games. Having already tasted the sweet smell of success with *Mercenary*, *Mercenary - The Second City*, and *Damocles*, Woakes is busily working on *Mercenary III*.

Novagen is giving nothing away except that the virtual worlds of the Dialis solar system are now populated with characters allowing for face-to-face interaction. An evil adversary dominates the airways and challenging air combat adds a new dimension of thrills.

Woakes' wry sense of humour is still prevalent and the game contains a number of surprises to catch players out. No firm dates have been set for *Mercenary III*'s release, but we'll keep you posted.



## LYNX 2

A little treat for all you Lynx freaks – a picture of the new Lynx just released onto the market in the States. Cute isn't it? Glad to see that Atari are living up to the spirit of the term, 'hand held'. Get it over here quick, you've got a lot of loyal fans in the UK!



## ATARI JAGUAR

It emerged recently that Atari is putting the final touches to the design of its 64-bit mega console the Jaguar. Psygnosis is set to lead an array of UK publishers in trying to push the machine to its limits.

At one stage, rumour even began to circulate around the US that Psygnosis has had a say in the machine's design. However, Atari simply wants to use the firm's well known leading edge software techniques to show off the Jaguar's capabilities to the full.

Development machines should go out to UK publishers by the end of the year.

## ENTER THE GRAVIS

A spanking new joystick is being brought into the UK by Spectravideo. Priced at £39.99, the Gravis is said to exude class.

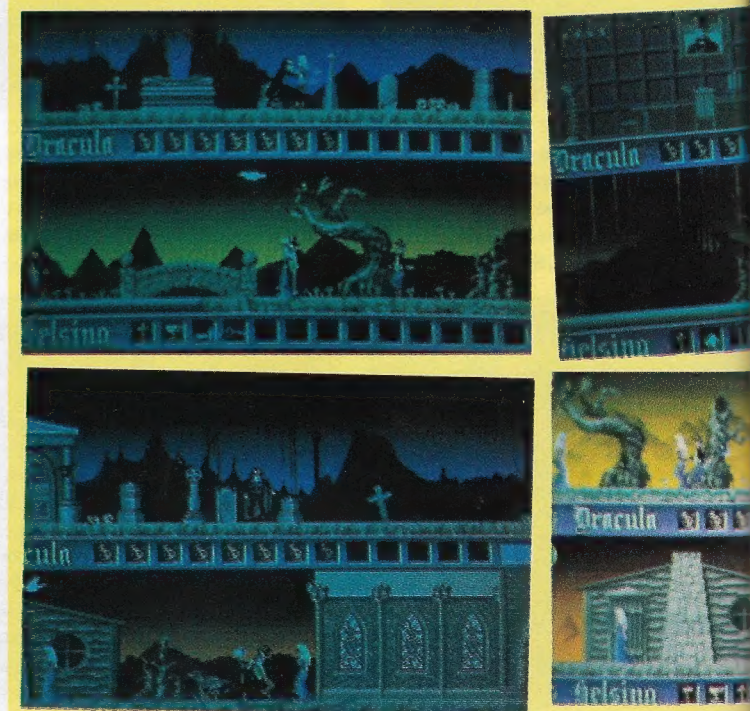
Features include a full size padded

...n the traditional meeting that has been used to greet females on Planet X since the dawn of time, I threw the earth into the ground and by slipping off her garment she struggled and shrieked so greatly that she stopped, and once again reminded myself that customs could vary from our refined Planet X Attique.



handle, three independent fire buttons and an eight position centring tension control, which helps in pre-setting the feel of the stick – anything from completely limp to somewhere in the region of unmovable.

In a bit of pure marketing bravado, Spectravideo claim that the Gravis will stick to the table like the nucleus of an





## LEATHER GODDESSES II

Got anything in rubber perchance? Oh, well in the mean time we'll have to content ourselves with a sequel to what sounds like a pervy fetish game. In truth, *Leather Goddesses of Phobos* paid homage to those slightly kinky and wonderfully dress late 50s B movies.

Now the sequel takes the fetish further, courtesy of Activision's in house development team. The game will be developed on the PC and only those with a hard disk - naturally. The story was originally conceived by Steve Meretsky, of Hitchhiker's and Zork fame, back in the 70s.

This is a movie game in the truest sense of the word thanks to new graphic and sonic technology.



inert element - hopefully the average schoolboy is going to understand that one!

The stick is compatible with the Amiga, ST, C64, Speccy (with suitable interface), and the the Amstrad CPC. There are also Sega, Nintendo and PC versions, the latter of which is analogue and costs £10 more.

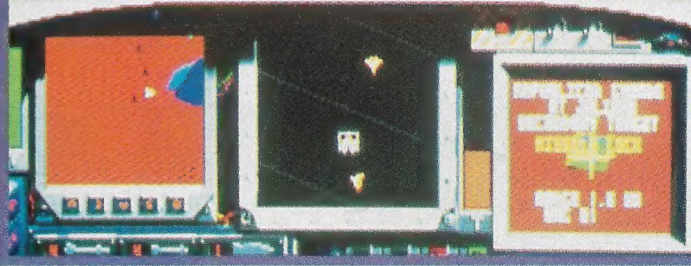
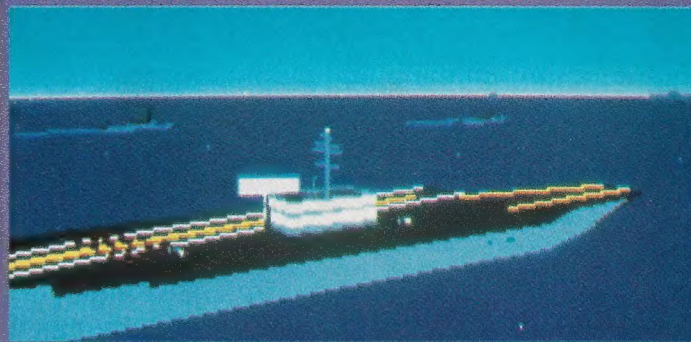


## DESERT STORM

Microprose in the States was busy designing a desert battle scenario for the PC version of F-15, when President Bush sanctioned Operation Desert Storm.

In the following months, while the desert battle raged, the design team was able to use this real-life war to enhance the validity of the simulation. The result is a chillingly realistic representation of the 'mother of all battles'. Naturally, the battle is airborne, but there will be many aspects to remind you of those frightening late night news bulletins from earlier this year.

The *Operation Desert Storm* scenario disk will be available for PC users with F-15 during August.



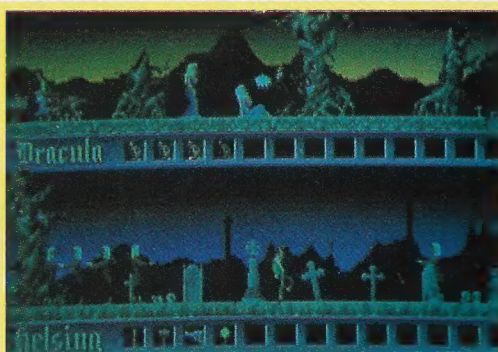
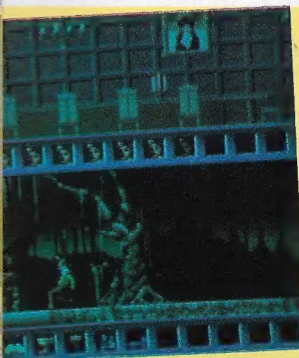
## BRIDES OF DRACULA

Gonzo Games is soon to release what promises to be its best game yet. *Brides of Dracula* is based upon the classic Hammer movies and features an amazing two minute intro sequence! What's more, you can either play the role of the world's most infamous vampire as you spread terror and mayhem around the local villages, or you may choose to assume the guise of vampire-hunter, Peter Van Helsing.

Featuring simple Jet-Set Willy style gameplay, *Brides of Dracula* allows you to play against a friend. The Amiga version features full-screen scrolling with separate windows for both the blood-sucking count and his nemesis.

The game includes a range of extra characters including zombies, vigilante villagers and even a mad woodcutter! Played over five distinct areas - village, forest, swamp, graveyard and castle - *Brides of Dracula* certainly looks interesting.

Due out in September the game will be available on the Amiga, ST, CDTV and C64. A PC version will follow in October.



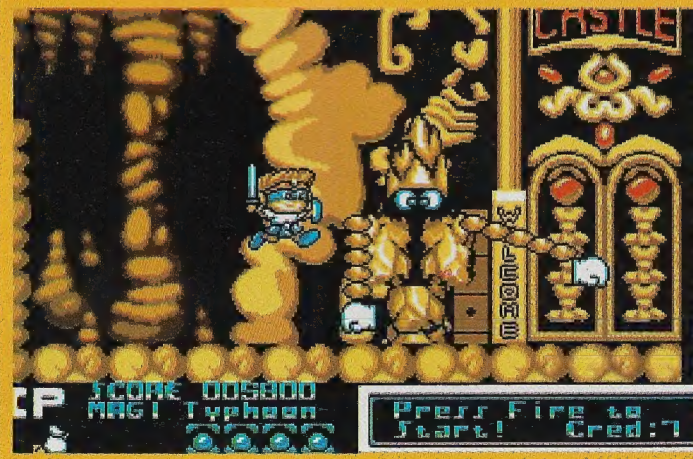


# MEGA TWINS

Standby for Mega Twin mania. US Gold is due to release the cutesy twins upon an unsuspecting world this September. We mentioned the game several issues ago, but here's a tad more detail and some brand, spanking new screens.

The dynamic duo are the only survivors of an attack by a ferocious monster. Some 15 years after the ruin of their lands the Mega Twins have grown up and sworn a vengeance against those who spoil their world. A simultaneous two-player, platform come shoot'em-up game, Mega Twins is being developed by Tiertex. Featuring six levels of manic mayhem, this game will have you on the edge of you seats.

Available around September time, Mega Twins will feature on the Amiga, ST, Commodore 64, Spectrum and Amstrad.



# LEMMING MANIA

Stand by for more Lemmings mania as Psygnosis prepare to unleash yet more of the critters upon the world. September time should see the release of the Lemmings data disks, providing you with even more hours of totally infuriating fun.



Meanwhile, no fixed date has been confirmed for the Lemmings Construction Kit. The package has been promised for release before Christmas and Lemmings fans will no doubt wait with baited breath.



# SORRY MIRRORSOFT

We'd like to make a sincerely humble apology to those wonderful people at Mirrorsoft for some itsy mistakes in our recent summer release special.

Intruder is priced at £34.95, not £30.99; Cadaver Levels is being distributed by Mindscape, not Mirrorsoft; TV Sports Football is priced at £9.95 not £35.99; Wings and Lords of the Rising Sun are not being released on PC.

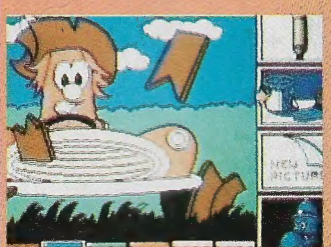
There. That was painless, wasn't it? Just don't do it again, OK!

# THE SHOE PEOPLE

Gremlin is about to release its first game on the First Class label. Aimed at four to six year olds, *The Shoe People* features all your



favourite cartoon heroes. With an emphasis on fun, kids will be able to guide the Shoe People around their village. The various tasks have been



designed to let the children play on their own in progressively harder tasks.

The skills built into the game include prediction, matching, classification, recognition, numbers and creative fun.

Available at the end of August, Gremlin's *The Shoe People* will cost £25.99 on 16-bit machines and £10.99 on 8-bit

# WHAT'S OUT AND WHEN

If any of the games we review are not due for release for several weeks, What's Out and When is our guide to when the games are actually due to hit the streets. The list below details which games will be released - i.e. when you will be able to buy them - during the next seven days...

Product	House	Team	Format	Price	Date
Altered Destiny	Accolade	M Berlyn & team	Amiga	£29.99	14/8/91
Cabal	Hit Squad	Re-release	Amiga, ST	£7.99	14/8/91
			Amstrad, C64	£3.99	14/8/91
			Spectrum	£3.99	14/8/91
Exile	Audiogenic	Peter Irvine	Amiga, ST	£95.99	14/8/91
		Jeremy Smith	C64 cass	£11.99	14/8/91
			C64 disk	£15.99	14/8/91
Kwik Snax	CodeMasters	In house	Amiga, ST	£7.99	13/8/91
Last Battle	Elite	In house	Amiga, PC	£25.53	13/8/91
			ST	£80.42	13/8/91
			C64 cass	£10.21	13/8/91
			C64 disk	£13.27	13/8/91
Loopz	Audiogenic	Data Designs	PC	£19.99	16/8/91
Loopz	Audiogenic	Richard Walker	Archimedes	£19.99	16/8/91
New Zealand Story	Hit Squad	Re-release	Amiga, ST	£7.99	14/8/91
			Amstrad, C64	£3.99	14/8/91
			Spectrum	£3.99	14/8/91
Spirit of Excalibur	Virgin	In house	ST	£29.99	15/8/91
Toobin	Hit Squad	Re-release	Amiga, ST	£7.99	14/8/91
			Amstrad, C64	£3.99	14/8/91
			Spectrum	£3.99	14/8/91

# GALLUP CHARTS

1	◆	<b>MANCHESTER UNITED EUROPE</b> House: KRISALIS Team: P HARRAP
2	◆	<b>HEROQUEST</b> House: GREMLIN Team: 221B
3	▲	<b>DIZZY COLLECTION</b> House: CODEMASTERS Team: OLIVER TWINS
4	▲	<b>TEENAGE MUTANT HERO TURTLES</b> House: IMAGEWORKS Team: PROBE
5	▲	<b>LEMMINGS</b> House: PSYGNOSIS Team: DMA DESIGN
6	▲	<b>PGA TOUR GOLF</b> House: ELECTRONIC ARTS Team: LEE ACTOR
7	▼	<b>MONKEY ISLAND</b> House: LUCASFILM Team: IN HOUSE
8	▲	<b>EYE OF THE BEHOLDER</b> House: US GOLD Team: SSI
9	▲	<b>VIZ</b> House: VIRGIN Team: PROBE
10	▲	<b>BIG BOX</b> House: BEAU JOLLY Team: VARIOUS
11	▲	<b>SUPER MONACO GP</b> House: US GOLD Team: ZZKJ
12	▼	<b>F15 STRIKE EAGLE 2</b> House: MICROPROSE Team: MPS LABS
13	★	<b>GODS</b> House: RENEGADE Team: BITMAP BROTHERS
14	▲	<b>ARMOUR-GEDDON</b> House: PSYGNOSIS Team: P HUNTER AND E SCIO
15	▼	<b>POWER UP</b> House: OCEAN Team: VARIOUS
16	★	<b>MULTI PLAYER SOCCER MANAGER</b> House: D&H GAMES Team: IN HOUSE
17	★	<b>BACK TO THE FUTURE 3</b> House: IMAGEWORKS Team: PROBE
18	★	<b>SUPREMACY</b> House: VIRGIN Team: PROBE
19	★	<b>FOOTBALLER OF THE YEAR 2</b> House: GREMLIN Team: IN HOUSE
20	★	<b>F16 COMBAT PILOT</b> House: DIGITAL INTEGRATION Team: DI

ALL FORMATS TOP 20



## CHART FAX

This week I thought it would be nice to take a look back at the Gallup Chart from Issue one of *Games-X*. You'll see that no less than 10 of the games found in this week's chart have been around since then.

Issue one saw **Gods** smashing into the top spot in its first week of release. Now, 15 weeks on, it returns at number 13. That's not bad going for a game which is only found on two formats.

**Lemmings** from Psygnosis now occupies the number five spot which is only one place lower than its position all those weeks ago. **PGA Tour Golf** remains at the position it occupied all that time ago, despite jumping back and forth like a yo-yo over the weeks.



Games such as **Super Monaco GP**, **Power Up**, **Viz**, **Back to the Future 3**, and then darn **Turtles** however, have disappeared for a few weeks and returned for a second try for the top after bouncing up and down the charts.

- ★ New Entry
- ▲ Climber
- ◆ Non mover
- ▼ Faller
- ★ Re-entry

Turn to page 32 for our specially compiled machine specific charts

# WIN

THIS FANTASTIC  
PETROL-POWERED  
SUZUKI QUAD!



THIS MINI QUAD HAS A  
50cc PETROL ENGINE  
AND CAN BE RIDDEN BY  
ANYONE OVER THE AGE  
OF FIVE!  
IT'S FOUR WHEELS OF  
FUN, FUN, FUN!

**CALL 0839 550008**

# WIN

THIS FULL-SIZE 4  
PLAYER SIMPSONS  
ARCADE GAME

IT'S THE  
GENUINE  
THING IT'S  
MASSIVE!  
IT'S JUST LIKE  
THE ONES IN  
THE ARCADES  
AND IT COULD  
BE ALL  
YOURS!



TO ENTER THIS  
AMAZING COMPETITION  
JUST CALL

**0839 550007**

# WIN

THIS AMAZING PILE  
OF SKATE GOODIES!



THE PRIZE INCLUDES:

- A PROFESSIONAL SKATEBOARD!
- A PAIR OF TOTALLY TRICK PRO ROLLERSKATES
- 3 FREE SKATESHIRTS

**0839 550009**

## HEY FOOTBALL FANS!

YOU COULD WIN ONE OF THESE STUNNING PRIZES!

- A FOOTBALL SIGNED BY ALL THE ENGLAND TEAM!
- A FULLY SIGNED ARSENAL TEAM SHIRT!
- A LIVERPOOL SHIRT SIGNED BY ALL THE TEAM PLUS PAST HEROES!
- A RARE GO WITH GAZZA T-SHIRT SIGNED BY THE MAN HIMSELF!
- A FOOTBALL SIGNED BY THE NOTTS FOREST CUP WINNING TEAM!



**CALL 0839 550015**



WIN! A  
MONGOOSE  
MOUNTAIN  
BIKE!!

**CALL 0839 550019**

JOIN THE LATEST  
TREND WITH A  
PAIR OF  
ROLLERBLADES!!

**CALL 0839 550018**

WIN! ONE OF THESE MAGIC MUSIC MAKERS

- ELECTRONIC KEYBOARD
- ELECTRIC BASS GUITAR
- ELECTRONIC GUITAR
- COMPLETE DRUM KIT

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WIN! A  
YAMAHA  
BI-WIZZ  
SCOOTER!

HERE'S ONE FOR MUM!



**CALL 0839 550010**

WIN! A  
YAMAHA  
PW-80 MINI  
MOTORBIKE!



**CALL 0839 550006**

# CALL NOW!

CALLS COST 34p (CHEAP RATE) and 45p (AT ALL OTHER TIMES) PER MINUTE INC. VAT.  
FOR WINNERS LIST SEND S.A.E. TO: MEGAFONE LTD, SANDYLANDS HOUSE, MORECAMBE, LA3 1DG.  
AVERAGE CALL DURATION 5.5 MINUTES ASK YOUR PARENTS PERMISSION BEFORE YOU CALL.





# NAME THAT GAME

## WIN THE CHANCE TO NAME DEMONWARE'S LATEST OFFERING

Also up for grabs is £100 to spend on your favourite music and also £850 worth of software. An offer you can't miss, right?



Demonware's latest offering looks set to be a major release of the year, however the name Starlight Voyage is at present only a working title.

In conjunction with our sneaky peek at the game (see page 44), Demonware has decided to let the Games-X readers name its latest game. The best idea will not only be plastered across the front of the box, but the name will also be credited in the manual to the lucky winner.

But this is not all! On top of this, Demonware will also present the winner with £100 worth of CDs, LPs or cassettes of his or her choice AND – yes, there's more – every Demonware Software title from its back catalogue.

To finish off, they will also place the winner on its mailing list for the next year to receive games as soon as they are released. If you don't own either an Amiga, a PC or a C64 you will be presented with software to the same value of that mentioned above. Can't say fairer than that eh?

As well as this totally awesome first prize, Demonware will also credit the next best 25 entries with a runner-up prize. You name

your machine and the game you want and Demonware will provide it for you. Unfortunately this does not include console software.

### CALLING ALL INSPIRATION

What are you waiting for then? Take a look at the sneak preview of this superb game on page 44, see what you think and get weaving!

Send your entries to:

### THE GAME WITH NO NAME COMPETITION

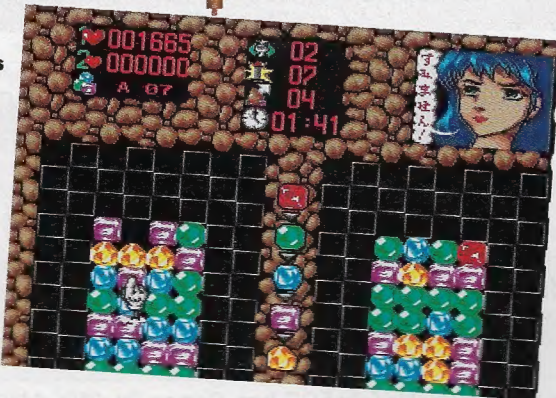
DMI

Concorde Building,  
Newlands Drive,  
Colnbrook,  
Berks  
SL3 0DX.



(Above) PP Hammer uses his enormous pneumatic weapon to blast his way through yet another level of rubble

(Right) More puzzle mayhem in the terribly taxing Gem 'X, look out for the sequel soon!



### MY NAME FOR THIS GAME IS...

Answer .....

Name .....

Address .....

.....

.....

Post Code.....

Machine Type .....

**Rules and regulations**  
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# Grab Hold of The Gauntlet First With **ST Action!**



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In September's issue of **ST Action**, we have a magnificent competition run in conjunction with the popular children's TV series, **Motormouth**, and the country's top development team, the **Bitmap Brothers**. You could be the next top personality on TV!

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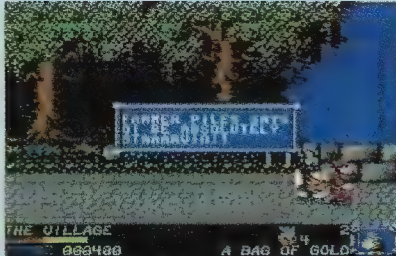
Note to newsagent: ST Action is published by Europress Interactive and is available fully SOR from Comag Tel. 0895 444055

## SPIKE IN TRANSYLVANIA

**CODEMASTERS**  
**£3.99 OUT NOW**

**S**pike is an unhappy little Viking, all his shipmates from the longboat have been captured and are being held in a dungeon somewhere in a Transylvanian castle.

Taking control of Spike you must run around the village and try to solve



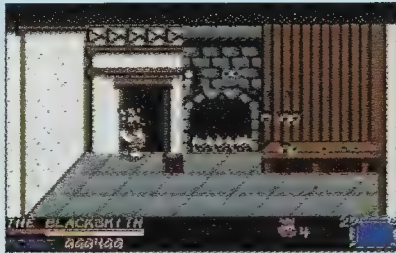
many puzzles to rescue your bosom buddies. The village is filled with locals, all of whom will want some item or other if they are to help you in your quest.

Graphically the game looks very nice with many cartoon sprites and perspective backgrounds. They certainly aren't the greatest seen on

the C64 though so don't expect miracles.

Unfortunately the puzzles are a little too obvious to make the game last long. Here's an example: A door is locked, you need something to open it? When there are only two items in the room it isn't going to be long before you can complete this task.

Despite this, the game is quite pleasant to play and will certainly appeal to younger players. At budget price this is worth taking a look at.



**X-RATING: XXX**

**"What's in the page this week Uncle Bri?" I hear you all screaming. Well, there's an arcade adventure, a movie conversion and a two-player blasting game. If I'm not being kind to you please do let me know and I'll... (Brian, watch it! - Ed).**

**T**hose generous chaps at CodeMasters are about to be kind once more. Nearly ready are two releases at the very respectable price of £3.99. Read on!

First off is Pro Mountain Bike Simulator, where the title really speaks for itself. This is due out very soon so keep an eye out as it looks pretty good.

Then we have Paris to Dakkar, a game based around the world famous rally of the same name. You must push yourself to the limit as you attempt to be victorious in the race of all races. This will be available in the near future and looking good.

Look out for a real arcade classic coming from Hit Squad in August. Atari's Toobin is a game where you have to race down stream in a tyre inner tube.

If ever there was an award for originality this would win hands down. Available for your C64 at only £3.99 this has to be played to be believed. Get going Dudes!

## FIRE POWER

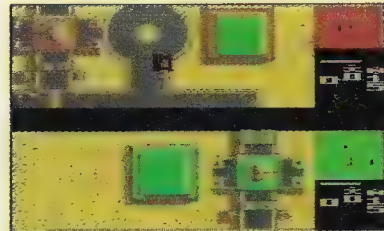
**MICROILLUSIONS**  
**£10.95 d£14.95**  
**OUT NOW**

**F**ire Power is a game of hit and run for one or two players. Controlling one of three different tanks you must find your way into



your opponent's base, find the flag and return home.

This is not as easy as it seems because you are attacked from all sorts of places, from gun turrets to helicopters. All the time the enemy is trying to find your flag.



The graphics take an overhead view of the game and serve their purpose very nicely indeed. Sound effects are very good with the standard explosion effects. In two-player mode this is a lot of fun to play and adds to the game's appeal.

If you have a friend and want to destroy all he owns then this is for you. It may not be brilliant but it's a very competent little game.

**X-RATING: XXX)**

## BATMAN THE MOVIE

**HIT SQUAD £3.99 SEPTEMBER**

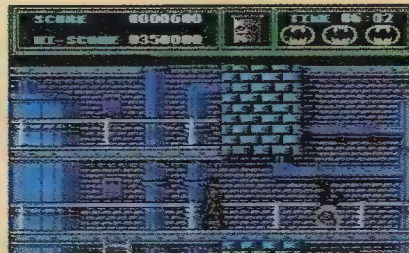
**B**ruce Wayne has a severe problem. Not only is his secret identity only known to him and his butler Alfred, but Gotham City has been taken over by one of his worst enemies - the evil Jack Napier, aka The Joker!

Now there is a race against time for Batman to save the city from this



peril and become a hero. Ocean's conversion of the film is perhaps one of the all-time greats in this field.

The 16-bit versions were visually



stunning and the C64 is no exception. The gameplay is every bit as good as its 16-bit counterpart.

In fact it is slightly more difficult which may prove to be a good thing.

The car driving section is slightly less awe-inspiring due to the change in viewpoint.

However despite this the game still remains a must, so my advice is to go out and buy it.



**X-RATING: XXXX)**

8-BIT EX TRA MAGAZINE - C64



These five classics from Magnetic Scrolls have won over thirty international awards including British Micro Awards "Game of the Year" for Corruption and Guild of Thieves.

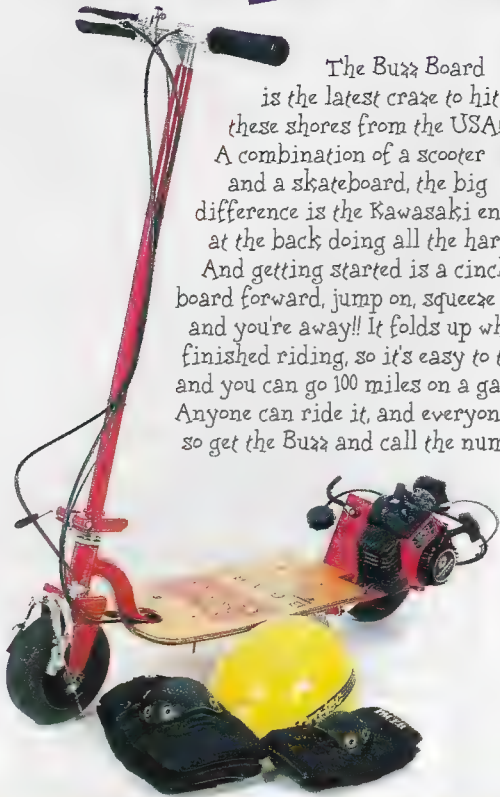
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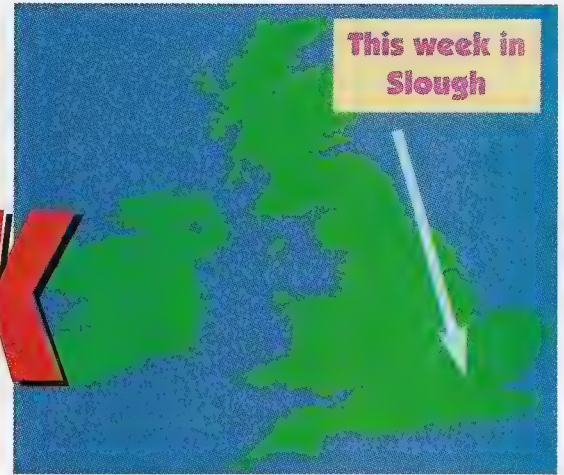
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Fancy being seen in the world's best weekly computer games mag? Want to get your views across? Then watch out for Street Talk, which could take place in your local games shop. This week we visited Slough Computers...



This week in Slough

# STREET TALK

## SHOP TALK

**Bob - The Manager**

We've been open for about eight years now. We're still doing some software for the old systems. In fact we have got games for the Vic 20, Commodore 16 and Plus 4, Oric, MSX, Dragon 32, Atari XE and 2600.



### The ones that sold the most

1. Sonic the Hedgehog
2. ....Warbirds
3. ....Double Dragon
4. ....Mickey Mouse
5. ....Jet
6. ....Navy Seal
7. ....F-15 Strike Eagle II
8. ....Yell
9. ....Midwinter II
10. ....Pacmania

The Vic 20 titles still tick over, and the Atari 2600 games crop up from time to time. We've sold a few Dragon 32 games today. The new software which sells well here is the Amiga, followed by the Mega Drive. Sonic has really boosted the sales for the Mega Drive.

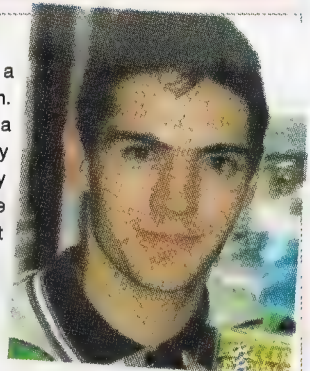
It's not the business it used to be a few years back. There seems to be far too much competition now. It's certainly declined over the years.



**Stuart Robinson (19)**

Really, I would like a Sega Master System. At the moment I've got a Spectrum, and it's really bad. I've had the Speccy for four years now. The best game I've seen on it has to be Emlyn Hughes' International Soccer.

If I had enough money, I would buy a Mega Drive, but I'd be happy with just a Master System. My favourite game on the Master System is World Soccer. The new Sega systems are brill. The games are better and there is a lot of software to choose from as well.

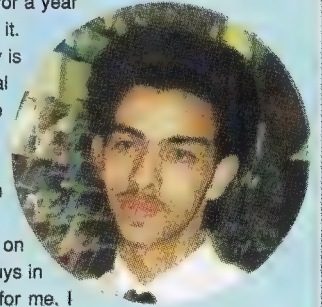


**Aftab Hussain (16)**

I, I've got a C64. It's okay but it's a bit dated now. The games are still good though. My favourite game is Retrograde, I've had it for a year now and I'm still playing it.

The only mag I buy is Combat. It's a martial arts mag. I'm a purple belt, that's two away from black, in Kung Fu and I've recently taken up Tai-kwon-do.

I'm after Myth on cartridge. One of the guys in the shop is ordering it for me. I prefer cartridge games. They load a lot quicker than cassettes and they have much better graphics and playability.



**Phil Powell (30)**

Do I really have to take these glasses off? It's just that I had a heavy night. I just bought a Game Boy. I've had it for three weeks now. The only game I've got for it is tennis, I can't even get past the first level.

The Game Boy really keeps me entertained. I want to get a golf game but I can't find one anywhere. I enjoy going out to pubs and playing tennis as well as playing on my Game Boy.



**Gary Oliver (10)**

I've got a crappy old Spectrum. I do like some of the games, especially Chase HQ 2.

I've had the Spectrum for a year now. I bought it because of the games. Everybody had one so I could swap games easily. I don't get a lot of money so I usually buy budget games.



**Steve Cole (31)**

The machine I own is an Amiga. I've always had a Commodore computer. I've worked up from the Vic 20 through to the C64.

I write my own games. Most of them are adventures with graphics, I also write educational software, which is for my kids.

The language I use is BASIC, with a bit of machine code. I spend two to three months programming on the adventures and about two weeks on the educational stuff.

I modify the games to suit the children. All I have to do is to change the data in the program. The good thing with writing your own programs is that you can show your kids how it works as they grow up.



**Martin Murray (13)**

My machine's the best available at the moment, an Amiga 1000. I like playing Turrican II, it's a great adventurous arcade shoot'em-up, the graphics are smooth and it's really violent.

I've got a BMX. I've spent quite a lot of money on it, it must be worth around a £1,000. I buy a game almost every month. I usually spend £30 or less.

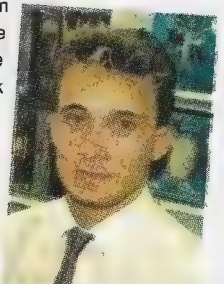


**Steve - Assistant Manager**

This shop's great. I get to play around with the software a lot. I own a Lynx and it's great. My work in the shop includes the running of the software side and also the ordering of the games.

My tip for the coming months and Christmas has to be the Famicom and the PC Engine. I've sold quite a few Game Gears. Last week I think it was about five or six.

I prefer the Lynx myself. The games are of better quality and I think Warbirds is as good as any Amiga or ST game.



# GAMES-X SCORING SYSTEM EXPLAINED!

It's not difficult but we want to make everything as clear as possible. So sit down and listen carefully as you're talked through the various aspects of the game reviews...

**X-RATING: XXXXX**



The higher the rating the better the game

**Nick Clarkson** our bearded Northern news editor has recently shaved his spotty chin, and being very macho used a blunt Rambo knife. He then finished it all off with a good splash of Brute 666, followed by a squirt of Sixth Sense ladies deodorant.



Between checking for out of place hairs, **Jason Spiller** occasionally pops in with a bit of news from the exotic resort of Bognor Regis. Being a bit of a crooner he fancies himself as a bit of a Mark Knopfer.



It seems the sanity of our new member **Nick Walkland** is still intact. Apparently he is searching for a local flat and would welcome responses from any prospective flat mates. Thankfully his suntan seems to be fading so the rest of the team don't look quite so anaemic.



This is the accolade given to those games of exceptional quality and which the Games-X reviewers feel deserve extra recognition

**RELEASE INFO**  
C64 £11.99 Now  
Atari ST £24.99 Now



What machine the game's available for, how much it costs and when it's out. The one in red is the format we reviewed. The 'c' means cassette and the 'd' stands for disk

The kind programmers have included a help-yourself introduction package. This will tell you what everything does and how to use it - very useful



The shop can be found at around the halfway stage of the level and it's here that Ron can purchase any of the special functions available



**H**ow many different types of platform game can you think of? Here are my three suggestions: the ones with puzzles to solve and traps to avoid, such as Rick Dangerous and Nebulus 2; the shooty, jumpy ones like The Killing Game Show; and the collecting items style, in the vein of Mario and Sonic. Rolling Ronny falls neatly into the third of these.

Strapping on the skates and clown's nose, Ron is ready to help innocent civilians go about their everyday lives, and hopefully making a few bob at the same time.

Virgin's latest is a game where you have to skate across the various areas of town and collect money by delivering parcels to certain addresses.

## SKATE CRAZY

Along the way there will be many citizens, vehicles and other things to avoid, all of which will reduce Ronny's vital energy supply.

Luckily, our Ron isn't helpless against these perils, for he is armed with a fruit gun, with which he can destroy the various vermin that litter the streets. There are also bonus boxes which can be collected, earning extra points at the end of each level.

At some stages you will encounter a little flashing sphere or sign which,

# ROLLING

**Brian** Ronny is a complete wheeler, but not in the sense that we at the Games-X office use the word. Our Ron is an errand boy, who makes a living by sprinting around on roller skates doing odd jobs for people...

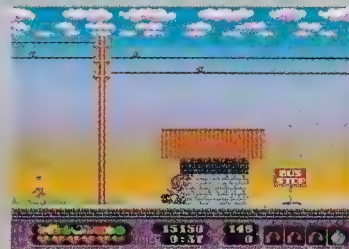
when picked up, will get you a job offer.

Sometimes you will get a chance to bargain and make more money, otherwise you will be asked simply to take it or leave it!

When bargaining with the customer, don't try to be too greedy or you may lose your job entirely and that wouldn't be very good, now would it?

Around the levels Ronny will encounter a shop, where he can spend his hard earned cash on something a little bit special.

This takes the form of bonus items that will have a special effect on Ron -



The levels end when you reach the bus stop. If you don't have enough money to get on the bus it's game over

superjumps to help him jump higher, horns to make him invincible, you get the picture?

As Ron is on roller skates, and no pavement is entirely bump free, he always runs the risk of biting the dust.

Should he tumble, get hit by a car or fall into the water, a balloon will take him up to the top of the screen and return him to a platform.

When this happens, using the joystick you can guide Ron backwards, but not forwards, to a convenient spot from which to start again.

The levels end when Ron reaches a bus stop where, if he has saved enough dough, he will be taken to the

## RON'S RATHER RIPPING RAVERS



With a nose like that you'd think it was Comic Relief day



Life's not easy when you're half-man, half-drip, believe me

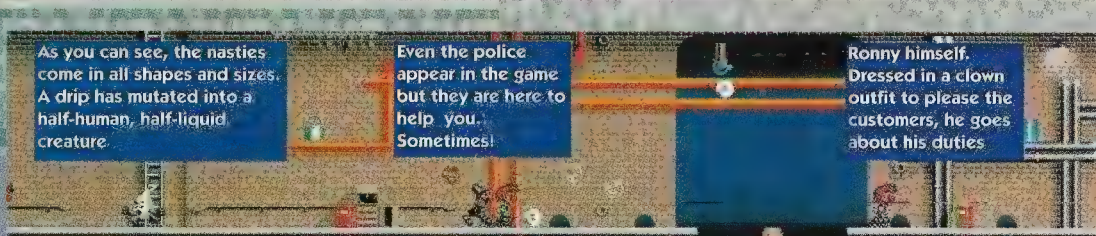


Hello, hello, hello, what do we have here then, sonny?

As you can see, the nasties come in all shapes and sizes. A drip has mutated into a half-human, half-liquid creature.

Even the police appear in the game but they are here to help you. Sometimes!

Ronny himself. Dressed in a clown outfit to please the customers, he goes about his duties

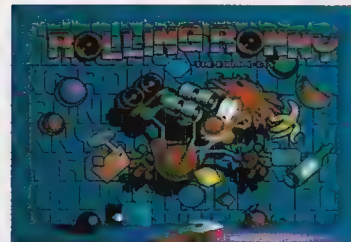




Should Ron make his way onto some rough ground he will fall over. This will reduce his health before a balloon places him back on the right track



Sometimes a jewel case or other object may be out of your reach. If you have a magnet in your possession, as I do here, then activate it and everything on screen will be collected



## FACT FILE

Software House: Virgin  
Development Team: Starbyte  
Programmers: Rene Straub and Orlando

**R**olling Ronny is an absolutely brilliant game. Right from the word go, you know that you're in for a treat.

The graphical presentation is something special and the number of colours used is immense with a large variety used for the sky in the background. All the sprites are nicely drawn and animated, making the game look very humorous.

The sound is also good with a jolly, musical piece playing constantly in the background. This particularly shines as the low volume makes it less annoying.

The sound effects themselves are the type that you'd expect to find in a cartoon from Looney Tunes - yes, they're really that good.

On top of all this the game is immensely playable. The joystick controls are very easy to use due to their simplicity, making the game a joy to play.

Young and old alike will find this game very appealing as both the balance of humour and the gameplay have been set just right.

Not for a while have I seen a game genuinely this addictive. The challenge is enormous and certainly won't be beaten in a hurry, even with the continue option!

If you have any sense you'll spend your money on this game as it is one of the best to be released in the September rush. If you liked any of the Mario games for their simplicity, then this will be right up your street!

# RONNY



next stage. Obviously the task won't be easy for you to complete, as the town is extremely large and so a great number of levels can be expected.

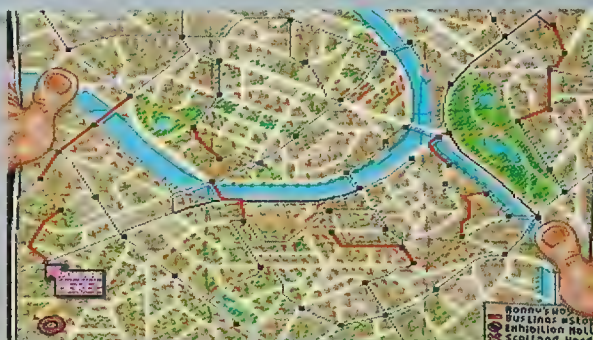
Should you progress onto a further level, there is a continue option which allows you to restart at the beginning of the level you last died on. Believe me, this is a feature that comes in very handy indeed.

### ROLLER DERBY

Controlling Ronny is easy. The basic directions apply, with up and down making him jump and duck. Pressing fire will launch a fruit pellet, which earns money by killing the correct nasty.

Using objects is done by pressing the corresponding function key (one to four), while collecting objects is done by simply running over them.

This game's a belter, and is as close to a Mario Brothers game as we're ever going to see on the Amiga! Roll out and get it as soon as you can.



As you can see, Rolling Ronny isn't a small game. This map will chart your progress after each level. The aim is to get from the 'O' to the 'X'

Money makes the world go round and Rolling Ronny's world is no exception. This is what Ron really needs to succeed

Ron has nothing to do with any ex-presidents, he is just a lowly errand boy trying to scrape a living

The energy and health are displayed separately and if either of them drop too low, then Ronny will keel over with exhaustion

### THIS RONALD AIN'T NO CLOWN



The special features are activated by pressing the corresponding function key, it couldn't be easier

Jewel cases lie all over each level and Ron must collect them all in order to progress. You may need some special utilities to get them, so be alert

A child's toy car runs from side to side on the platform. Should Ron touch it he will fall over and lose some health points

Should Ron plummet down this hole, a balloon will carry him back up to the top of the screen

Although this car is no bigger than a pygmy Fiat 126, it should still be avoided at all costs

**X-RATING: XXXXX**

**Gameplay: 18/20**

**Lastability: 19/20**

**Presentation: 18/20**

### RELEASE INFO

Amiga	£25.95	Sept
Atari ST	£24.95	Sept
PC	£24.95	Sept
C64	c£9.99	Sept
	d£14.99	Sept



# FACT FILE

Software House: Hawk  
Development Team: Golden Sector  
Programmer: Simon Bradbury  
Graphics: Steve Redpath  
Sound: Chris Denman

**T**his game is not at all what I expected. "Something to compete with Epyx products", I thought, but I'm afraid this was totally wrong.

Championship Athletics really is a very poor product consisting of many inferior events to compete in.

The graphics are small and poorly animated. It is the type of thing I would have expected to find in a game released around two years ago.

Sound effects were a little boring with an interesting, but instantly forgettable tune and when the crowd cheered it sounded as if the spectators were exploding.

The lack of a two-player option is a real down point as the main reason for buying this type of product is a chance to compete with your mates.

Overall, I'd say if you looking for a game in this style then there are better challenges around.

**X-RATING: X**

**Gameplay: 9/20**  
**Lastability: 6/20**  
**Presentation: 7/20**

**RELEASE INFO**  
Amiga **£24.99** Now  
Atari ST **£24.99** Now

# INTERNATIONAL CHAMPIONSHIP ATHLETICS



**It's time for a good hard wobble once more. Hawk's**

**debut release is an athletics challenge containing the most events ever seen in one package. But will it be first past the winning post?**

**U**sually when a game of this type comes out it contains about six events for you to compete in. In Championship Athletics however, there are 16 events in all with no less than 10 different types of challenge.

First off are the sprints, these are the 100, 200 and 400 metre events. These consist of constant strenuous joystick movements to the left and right.

The faster that you do this and the quicker your athlete will charge along the track to the tape and victory.

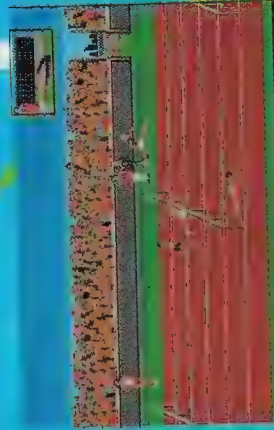
Next is the 110 metre hurdles where you will have to pull the



The hammer throw consists of hard waggling and spot on timing to throw the ball and chain in the correct direction. This isn't very easy to do

joystick vigorously sideways and tap the fire button to launch yourself over the hurdles. The winner will receive the gold medal.

Then we have the long distance events, the 800m, 1,500m and finally, the incredibly gruelling 5,000m.



Absolutely no joystick movement whatsoever is required to complete this event as the computer automatically makes your competitor run

The latter of these has never before been attempted in a game of this type, and you can see why. All you have to do is set the running speed using up and down on the joystick. Then all that's left is to watch the energy your runner has left and make sure you gauge his speed accordingly.

## THE RUNNING MAN

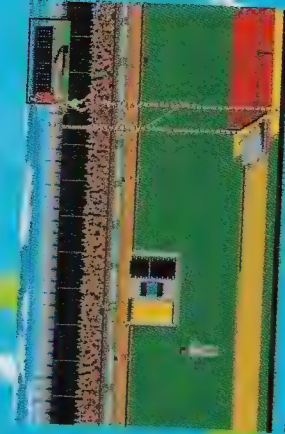
The long jump and triple jump are quite difficult to master as you will have to wobble like crazy to gain speed on the run up.

You then have to hold down the fire button to select the jumping angle. When you get the angle correct you will start jumping further than the world record.

For high jump and pole vault you have to jiggle the joystick to pick up speed and press fire to jump. It's then time to set the angle of the jump by moving the joystick forward and backwards.



Between each event this delightful little chap pops up and tells you what is coming next and which nation is ahead in the medal stakes



I'm so good at the pole vault that, as you can see, I've propelled myself over the bar and almost doubled the height I was supposed to clear

Discus, hammer and shot are very similar and perhaps the most complicated of events.

You have to watch three things here: the power, gained by waggling and the angle which is constantly changing.

To select just press fire; and the throw itself, this is represented by a rectangle that changes in size and pressing the fire button will stop it and launch the object from your sweaty palm.

Javelin is fairly easy consisting of a hard wobble to gain speed and holding down the fire to select the throwing angle, a la long jump. I managed 91m on my third attempt so it is fairly simple to do well.

Finally it's time for a rest as the computer will perform the running in the 400m hurdles.

All you are required to do here is press the fire button to jump. Timing is the factor which will determine whether you win or lose.

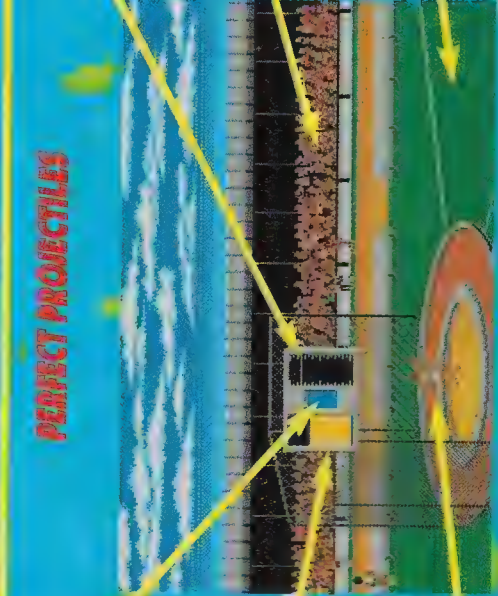
## PERFECT PROJECTILES

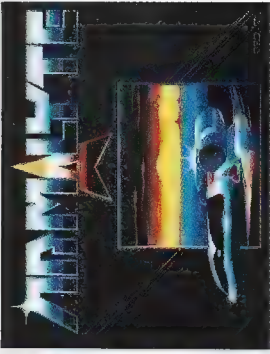
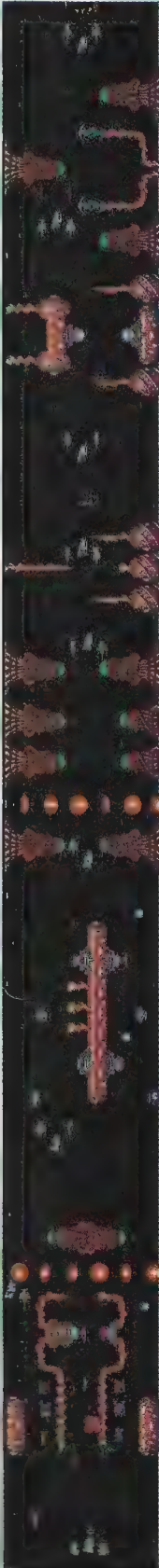
This indicates the throwing angle, up to 90 degrees.

Try to aim for 45 degrees and it will go further

The crowd watch in awe as you nearly break the world record

When you throw the hammer it will have to land inside these lines to quality





# FACT FILE

**Software House:** Thalamus  
**Development Team:** Arc Developments  
**Programmer:** Derrick Owens  
**Graphic Artists:** Paul Michalak, Gory Tonge, Paul Walker, John Harrison

**F**ans of Arcade shoot'em-ups will either love or hate this. ArmalYTE offers nothing original, and steals too much from existing games.

As a game to play, it is extremely difficult. Your lives, at first, just don't last long enough, and you have to wait for the slow process of restarting the game. A limited continue option wouldn't have gone amiss.

The graphics are bright and colourful, as you would probably expect, but the explosions are slightly naff.

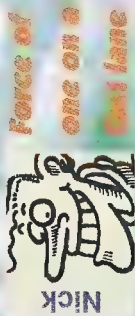
Even diehard shoot'em-up fans may find that they have bitten off more than they can chew. Despite this, it is strangely addictive and as a 'just one more go' game, it succeeds - just.

**X-RATING: XXXX**

**Gameplay: 9/20**  
**Lastability: 11/20**  
**Presentation: 14/20**

RELEASE INFO	
Amiga	£25.99 Now
Atari ST	£25.99 Aug
Spectrum	£10.99 Sept
Amstrad	£10.99 Sept

# ARMALYTE - THE FINAL RUN



**Force of one on a hot lane**

**To hell... Enter the forbidden zone and give 'em hell...**

**Phew! The ArmalYTE cover blurb has wither been written for a God-fearing**

**satanic zealot or, what else? A blast 'em away shoot'em-**

**up. Read on, if you think you've got the nerve to face waves**

**of horrible nasties...**

**T**he storyline itself is the usual cross with you being the sole survivor of an ambush in outer space. Yes, only you can save mother earth from imminent invasion by killer blobs from another galaxy.

The problem is, the odds for completing the game are about the same as destroying an entire alien empire would be in real life.



**Urgh. Here is one of the more evil nasties at the end of the final level. Watch out for skulls and missiles and aim for the enemy's head**

Graphically, ArmalYTE is very pretty. This may not be the correct description for a destroy-everything game, however it is and very

colourful to boot. The scrolling is relatively smooth, but it collapses quite badly under the strain of too many explosions. Sound effects are your usual big bangs, although the music is excellent.

### PLANETARY PACE

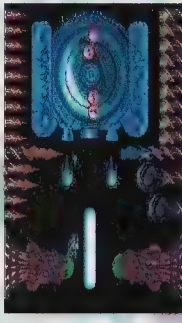
Like its predecessor Delta, it is a left to right constantly scrolling game, but what improvements have been added? None of any real note. Only the firing sequence, as in R-Type, increases in power the longer you hold the fire button down.

The number of weapon additions is limited by the relatively few power-up capsules, so you can't create an immense ship of death, like in Xenon II.

At the end of each of the five levels you come face-to-face with



**A posing spacecraft pilot showing us all how not to die while hiding away within a circle of indestructible spheres**



**Another end-of-level meanie. This is getting rather tedious, don't you think? Go near that bolt of blue and you might as well say goodbye to another life**

the end-of-level guardian. Mmmm. I wonder where I've seen those before. These are relatively easy to beat, considering how difficult a time you had to get there in the first place.

The individual levels represent the various planets taken over by the cruel Aalians. Some are very bright and colourful, whereas others are a dingy black or bottle green colour. Each is as difficult as one another and they have their own special tough parts.

The game is too tough. It may have good music, the graphics may be very nice to view, but gameplay wise, it is as hard as nails.



**Take that, you fiend! Notice how a full powered up laser blast can dissolve about anything that is unfortunate enough to cross its path**



## FACT FILE

**Software House:** Electronic Arts  
**Development Team:** New World Computing  
**Programmers:** Douglas Grounds,  
 Andrew Caldwell, Jill Bagley  
**Graphic Artists:** Bonita Long-Hemsmith,  
 Avril Harrison  
**Music:** Rob Wallace

**A**t first, I had my reservations about *Might and Magic*. It has been said that anything that isn't *Dungeon Master* can't be up to scratch. However, with perseverance, the game revealed hidden delights and quirks of humour.

If you don't like having to work hard at getting into a game you'll undoubtedly find that boredom will set in. Exploring the initial few locations may bug you. When your characters don't have lots of hit and experience points you'll get cheesed off every time you encounter a badgie.

All the data is in a 4Mb cartridge, so you need not wait for any graphics data to load. Despite the drawbacks, this really is quite enjoyable and I'm sure that the Mega Drive owning RPG nuts will have endless fun moving through the labyrinths and bashing major meanie's botty.



**X-RATING: XXXX**

**Gameplay: 15/20**  
**Lastability: 16/20**  
**Presentation: 14/20**

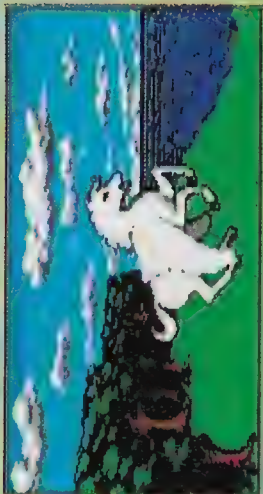
**RELEASE INFO**  
 Mega Drive **£34.99** Now

# MIGHT AND MAGIC

**Many moons ago, the four elementals waged a mighty war to possess the void which separated their domains. After heated confrontation, Cron was eventually formed and the elemental spirits were banished. Civilization then began and the age of Might and Magic was initiated...**



John



Outside the gates of the city, you walk out into the wilderness and meet a large winged horse



There you are, casually walking along with your mates, when this almighty great big tabby pussy comes leaping out from behind a grain of rubble and proceeds to tear strips off you

remarkably similar to many other offerings of this type. Does anyone remember the now ancient classic *Alternate Reality*? This was of the

genre of games that had you exploring multitudes of streets and forests on numerous quests in order to further your character's skills and financial position.

The presentation of *Might and Magic* is very similar to many modern computer RPGs. The labyrinths are viewed as if from your own eyes as they stretch out towards the horizon. Throughout your journey, you will pass many doors behind which lie both friendly and hostile characters who will either help you out, or beat you up!

### STAFF OF LIFE

Many of the protagonists that you encounter will offer you some form of quest. These will vary from retrieving objects from hazardous locations to mapping out uncharted areas of wilderness. Each quest will pay according to its difficulty, and it's up to you to ensure that money is always coming in so you can eat, drink and defend yourself.

Of course, progress isn't easy as there is always a nasty little critter waiting just around the next corner or, more often, a huge gang

of salivating, smelly, obese, hairy nutters with enormous weapons.

### PLAYING YOUR ROLES

Unlike many RPGs available at the moment, you actually control a party of adventurers. This makes life a little easier for you as you can assign different people to complete the various tasks while making your way through the labyrinths of Cron.

These players can be any one of a number of different races from barbarian to ninja. You have the opportunity to either create your

own characters or use those that have already been designed and come with the game.

Thanks to a handy battery back up facility, you can save out both characters and game positions, so you can let your quests go on for days without having to leave your console eating up electricity and slowly burning a hole in your carpet

How does it compare to the greatest RPG of all? Well, *Dungeon Master* it ain't but it sure is a really good laugh.

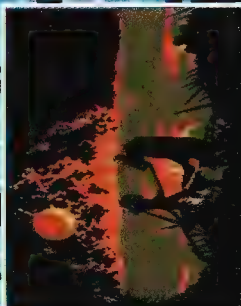


Giant spiders! Eughh. Anyone with arachnophobia need not apply

# BLADE WARRIOR



**Only ramp knights wear shining armour, feathers and carry a colourful pennant. Tough, mean dudes wear black - not black, and can cast spells and make skeletons bleed... So why just be a puny knight when you could be the hacking, slashing Blade Warrior - the real McCoy of knightdom**



Trouble. I've bumped into Murk and he has dragged me down to his private hell. He's easy to kill at first, but each time you kill him, he returns stronger.

This role-play is set in the most strange, silhouetted fantasy land, which has been taken over by the forces of the demon, Murk. You are the Blade Warrior, a jolly happy knight in his jet black armour and a heart of gold. Life isn't too good at the moment. Murk's minions are taking over and you've got the tricky job of killing the evil one.

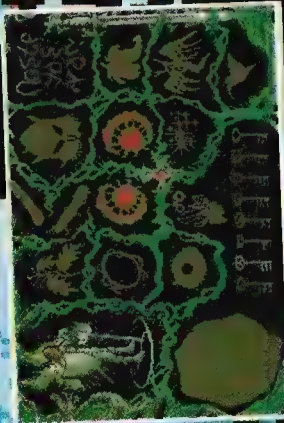
## HACK, SLASH AND SPLAT!

Hacking and slashing your way through the land, you have to collect various objects in order to cast a wide array of spells. Of course, a humble knight has limited magical knowledge at first, so you'll need to visit one of the eight



Here's a meddler goblin. A big thrust here or there will soon put him away. As with all the monsters, you'll soon discover the weak spots, and be able to despatch them in no time.

The inventory screen early in the game. Note how two of the 10 artifacts have been discovered, and are affecting my strength and defensive abilities by the flickering stars on the sword and shield.



wizards, cowering in their towers to add to your pocket sized spell book. To deal with the wizards, you have to barter with them. Offer them either an extortionate amount of their preferred magical items, or exchange artifacts to gather information, spells, or most importantly, a piece of the lost mystical tablet of Gimi. You need all these chunks to swap for a magical sword to beat the pants off Murk.

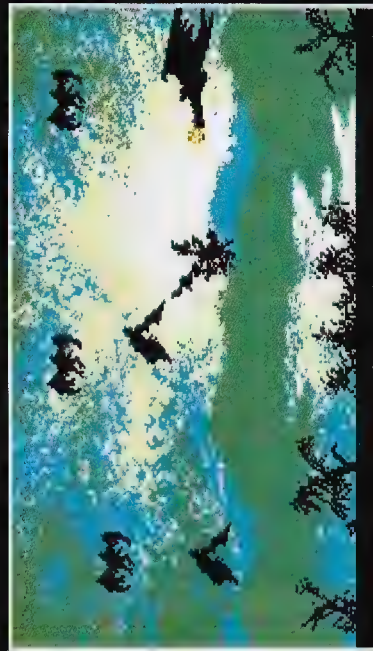
A map of the region. You're represented by a pretty blue shape, the wizards are displayed as green circles, Murk is the brown coloured blob and the main wizard is shown in red. With the travel spell you can just point and go.



complex than it first seems. Travelling the world is awkward until you barter for the travel spell. With this, you can travel directly to the desired location, when moving through warp gates.

The spell casting is a neat idea. Ten different spells are available and have to be prepared in the roof of your own tower. You must mix spell ingredients based on the four elements, according to the recipe in your spell book, then save them for later use, by pressing the appropriate function key.

In no time, you'll be shouting: "Turn to concrete, you harpy scum!"



Flying high with your pet dragon. This is a novel way to travel when you don't want to use up a valuable travel spell. Just avoid and fireball the harpies, and you'll either return to your home tower or arrive at the one visited previously.

problem with this however, is the speed. The actual action appears delayed. You may want to execute a sudden overhead slash while you're still stuck performing a low thrust, and being nibbled to death.

## BARK AT THE MOON

The game has no points score as such. The only on-screen prompt is the amount of strength remaining, which is neatly depicted as a waning moon in the background. Keep an eye on that, because when the moon is new or eclipsed you need healing - pronto.

Blade Warrior is rather more

## FACT FILE

Software House: Image Works  
Programmer: Jason Kingsley  
Additional Design: Image Works Design Team

To watch, Blade Warrior is impressively unimpressive. The silhouetted screen is depressing and the Blade Warrior more so. The movement isn't the smoothest ever, and the joystick to screen action is sluggish.

Graphically, it is far too dull. A grey character would look better than a black one set against a dark background. The sound effects create morbid tension, but they are too few and do get rather repetitive.

The fight sequences are slow and, if you're scrapping behind a bush, you can't see what the hell is happening. There is a screen where you can fly to and from towers on a dragon's back.

The appeal lies with the complex nature of the gameplay, finding the pieces and bartering for goods. Once you understand the mapping system and spell preparation you'll be hooked.

**X-RATING: XXXXX**

**Gameplay: 15/20**  
**Lastability: 16/20**  
**Presentation: 12/20**

## RELEASE INFO

**Amiga £25.99 Now**  
**IBM PC £30.64 Now**



## FACT FILE

Software House: Sega

Development Team: Sega Enterprises Japan

**Y**awn... Oh sorry, you just woke me up. I was having a little nap! Good grief, this Duke thing is exceptionally dull. Phew, and I thought that having to clean the space between my toes was boring!

if you're into incredibly tedious shoot'em-ups with very little lasting appeal and supremely naïf presentation, I assure you that you will utterly adore Dynamite Duke.

Alternatively, if you're a discerning Master System owner who actually appreciates a reasonable challenge, you will undoubtedly find it to be both boring and uninspiring.

The graphics are dire, the sound is crumbly and the gameplay makes being battered around the face with a large, moist haddock seem like endless fun. Quite frankly, I'd rather stand on my head and gargle the theme music to Neighbours than play this.

Sega have some superb games available on the Master System, most of which I think are great. Unfortunately this ain't one of 'em.

**X-RATING: X)**

**Gameplay: 5/20**

**Lastability: 4/20**

**Presentation: 6/20**

**RELEASE INFO**

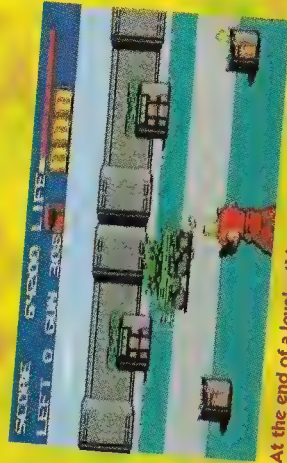
**Master System £39.99 Now**



Attack the incredibly stupid mutants as they run around the large factory



A line of soldiers loom out from behind a line of large jeeps and attempt to shoot at you using large oblong rubber objects



At the end of a level - this one'll really get you - there's an end-of-level guardian. Yep, there is! Now don't say it isn't interesting or original

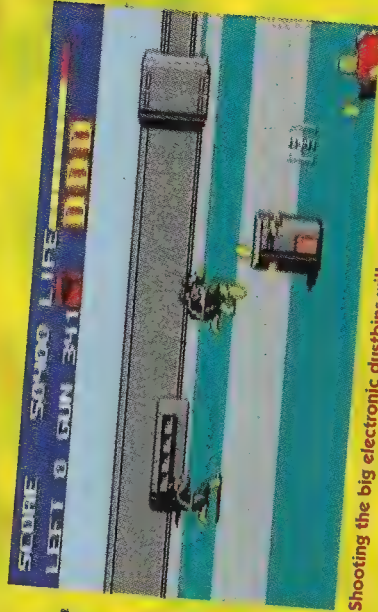
# DYNAMITE DUKE



*The Earth is in danger (again?). The ozone layer has deteriorated to the point where it's like swiss cheese and the population of the planet is in extreme peril. The world's top scientific minds have been beavering away at a solution for many years, and they have finally found one!*



John



Shooting the big electronic dustbins will produce further power-ups

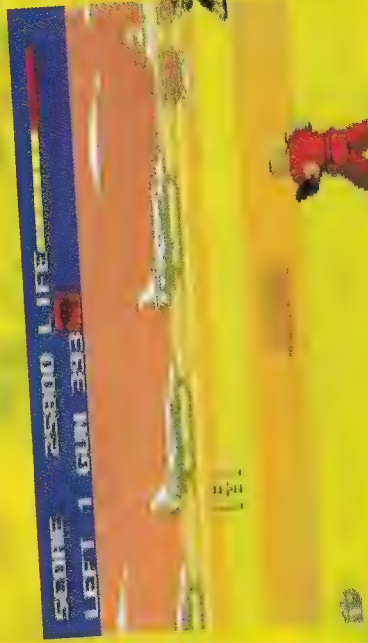
and noggle the mad scientist and put an end to the threat that he is posing to the world.

So, off you pop in your cunningly camouflaged red spandex body stocking, with your massive gun and your funny arm for a spot of mutant mangling on a far away tropical paradise.

### MAJOR TRANSFORMATION

Seemingly, this club tropicana has been transformed into a major military base and you have to break through the defences and beat up any delinquent who crosses your path.

What you can't destroy with



Using a smart bomb will initiate a spectacular graphic effect. The screen flashes yellow!

run away with all the plans and build himself an army of weirdos. Tch, there always has to be one doesn't there?

You're a big, butch, ex-military type with a bionic arm. Yep, there's

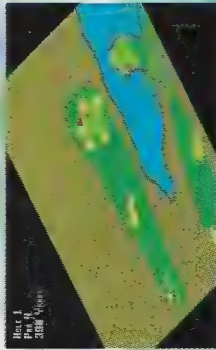
a lot of 'em about aren't there? A brawny man with a chin like Desperate Dan, it's the sort of thing you see every day.

Needless to say, the powers-that-be have assigned you to go

## Challenge Golf Atari ST

**First Reviewed:** Issue 12  
**Software House:** On-Line  
**Programmer:** Jason Chown  
**Graphic Artist:** Steev Scott  
**Music:** MATRICIDE

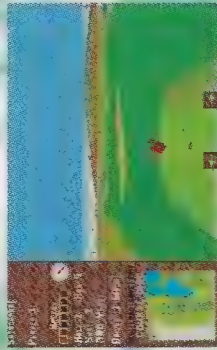
**T**his golf game was first reviewed in GX on the Amiga. The graphics are fairly good and well drawn despite the



very small ball. The gameplay is very similar to Leaderboard, as is the case with all golf simulations.

Sound is the real down point of the ST version, with the club swing sounding more like a jet plane. Thankfully this can be turned off.

The same thing can be said about this game as with all other golf games: it is surprisingly addictive with non-golfers



and golfers alike, thus proving to be a very good game to buy. The team mode option really adds to the game's appeal.

**X-RATING: XXXXX**

**Gameplay: 16/20**  
**Lastability: 16/20**  
**Presentation: 14/20**

## Ghost Battle Atari ST

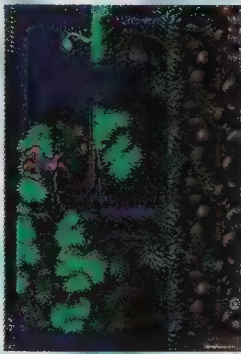
**First Reviewed:** Issue five  
**Software House:** Thalion  
**Programmer:** Erwin Kloibhofer  
**Graphic Artist:** Henk Nieborg  
**Music:** Jochen Hippel

**T**he concept of platform games certainly isn't a new one and coupled with a shoot-'em-up element they become even less original. Ghost



Battle was the subject of one of our player's guides in issue 14 and now the ST owners can find it of some use.

The graphics are very nicely drawn and bear a striking resemblance to



Horror Zombies from Millennium - a game which itself is quite good.

Gameplay is also similar to the aforementioned, crossed with Shadow of the Beast. If this concept appeals to you then this is worth checking out.

**X-RATING: XXXX**

**Gameplay: 15/20**  
**Lastability: 14/20**  
**Presentation: 17/20**

## Jimmy White's Whirlwind Snooker Amiga

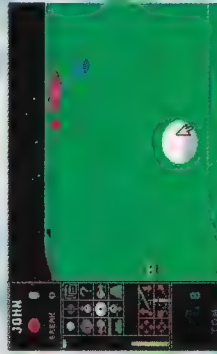
**First Reviewed:** Issue 14  
**Software House:** Virgin Games  
**Programmer:** Archer MacLean  
**Graphic Artist:** Archer MacLean  
**Sound:** Archer MacLean

**L**ast week's Game of the Week has certainly caused quite a stir in the office over the last seven days. We can tell you that the Amiga version is just as



impressive as the ST counterpart, although the rotation and 3D effects are ever so possibly a teeny-weeny 'bit slower on the Amiga.

The presentation is identical on both versions, and if you were impressed by the snazzy graphics of the



ST version, you will definitely not be disappointed. Certainly a contender for game of the year!

**X-RATING: XXXXXX**

**Gameplay: 19/20**  
**Lastability: 19/20**  
**Presentation: 20/20**

## Little Beau Atari ST

**First Reviewed:** Issue eight  
**Software House:** Digital Magic  
**Graphic Artist:** Doug Townsley  
**Music:** TSC

**L**ittle Beau is a cute platform game in which you, as Beau must roam the various worlds in search of the beautiful Princess Wobblechops.

An evil wizard has kidnapped Wobblechops and taken her to his castle in the centre of the ocean. In order to reach his goal Beau must battle from



one island to another, completing six in all, before claiming the ultimate prize - the Princess with more Wobbles than a sherry trifle.

The game is uncannily similar to the ageing Wonderboy, and is in itself a



playable platform romp. The graphics are bold, it plays well and the sound is much like the rest of the game - cute!

**X-RATING: XXXXX**

**Gameplay: 16/20**  
**Lastability: 15/20**  
**Presentation: 15/20**

## Striker Manager Amiga

**Software House:** D&H Games  
**Programmer:** John Atkinson  
**Graphic Artist:** Alex Kewin

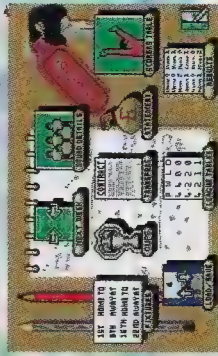
**F**ootball Manager is still the best game in the genre despite having been written in Spectrum BASIC and I think that it will never be beaten.

The latest release from D&H is, surprise, surprise another management



game, the style they do best, and it shows.

The presentation of Striker Manager is very good, despite the very poor sprites in the brief action scenes. The



strategy is top notch and will keep you hooked for weeks to come.

If you don't already own a footy manager game then this is worth checking out, otherwise it'll just blend in with the rest of them.

**X-RATING: XXXXX**

**Gameplay: 15/20**  
**Lastability: 15/20**  
**Presentation: 16/20**

**H**ome computers have grown from humble beginnings. The first recognized machine was probably the historic Sinclair ZX81. Countless computer addicts first cut their teeth on the little black box with the dreaded RAM-pack wobble.

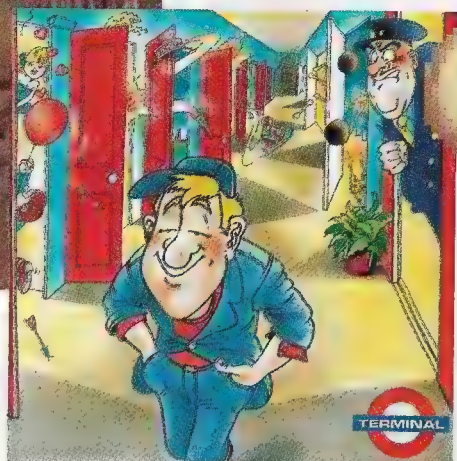
Others, meanwhile, gained access to a more powerful machine, the legendary Commodore PET. With its typewriter-style keyboard the PET had everything, even floppy disk drives! As the public became aware of the home computer's potential both Sinclair and Commodore unveiled their next generation of machines.

The Vic-20 seemed to have it all, a proper keyboard, colour graphics, even sound! Sinclair, meanwhile, was proudly showing off its new toy, the world-famous ZX Spectrum. What with a full 16K in even the most basic model, the Spectrum looked set to dominate the home computer market.

As more people became home computer owners so the demand for software grew. It was around this time that Terminal Software was born. Fronted by a youthful Andy Hieke, Terminal became Binary Design, which in turn became Creative Materials. *Games-X* talked to



The Godfather action game features a 32 colour palette on the Amiga, and combines atmospheric graphics with furious action. The game takes you through the three different movies, and uses key scenes from each film to portray the action



A platform game with countless arcade sub-games, Lazy Jones proved to be a big hit. Keep your fingers crossed that it's converted onto the consoles

# Holding back

Andy Hieke to discover just what is the secret of his success.

## When was Terminal Software born and how many people did it employ?

"We started way back in May 1981. I formed the company with another partner and about five programmers."

## What do you most remember about the home computer boom?

"The Commodore 64 really blew the hat off the whole thing. I remember Software Projects doing pretty well over in Liverpool. People basically began by putting out black and white, photocopied covers and versions of Chess, Draughts, Connect 4 and Reversi.

When they realised the whole thing was really going to take off they started inventing games that would bring out the best of the machines, that was



Everyone involved with Terminal Software met every year to discuss how things were going. Some of the programmers insisted on masks being supplied to protect their identity

probably the best part of the whole thing."

## Terminal seemed to be biased towards the Commodore machines

"That was because some of the guys I worked with at ICL went out and bought Commodore 64s. So I actually knew three or four Commodore 64 programmers before I knew any Spectrum programmers.

It wasn't really bedroom-boys at this stage, they were dads who had bought the machines for their sons and dabbled in programming themselves. We had to disguise the identity of some of the programmers because they were still working for ICL or Ferranti while moonlighting for us."

## What were your favourite Terminal games?

"Oh, one's got to be Lazy Jones. I'm trying to put that on console actually. Together with Skramble!, Lazy Jones was a best seller for us - brilliant games!"

## What were the low points of owning your own software house in the early days?

"In the early days, nothing! It was all very, very easy. I suppose the bad part was when Websters went and Tiger went. Three or four major wholesalers went bust in one season, that was a bad time. All of a sudden the major companies we sold our games to just vanished."

## You went on to become Binary Design, why the change?

"We basically didn't have the funding to compete with the big boys of the software industry. Mirrorsoft jumped

in, British Telecom jumped in, and Ocean was pretty hot favourite. Even the advertising budget they had was bigger than our turnover. So you can imagine that it was



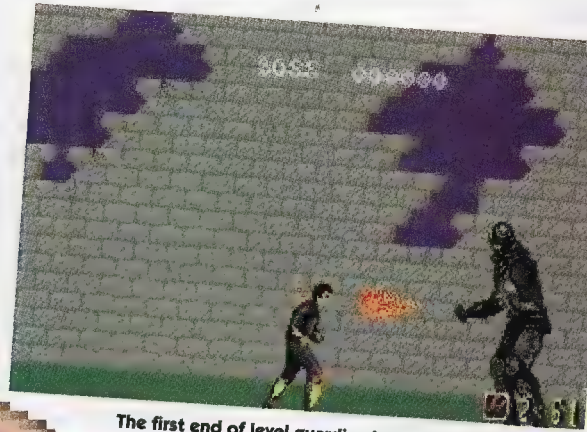
With over 10 years in the computer industry, Andy Hieke is a true professional and a general all-round nice guy and (right) a rather youthful Andy prepares to begin the revelries as Terminal celebrate another good year

getting extremely difficult to compete effectively against these companies.

We looked at the strengths of Terminal Software, the programmers, graphic artists and the other guys in our team, then decided to become a game developer for the likes of Mastertronic, Quicksilva, Domark and Melbourne House to name a few, and it worked."



**There can't be very many people who have been involved with programming home computer games for over 10 years. Andy Hieke is one of the old guard. Nick Clarkson went along to his Prestwich headquarters to discover what new tricks the old dog had learned...**



The first end of level guardian in Shinobi, who insists on offering you a gift in the shape of a nice warm fireball. Isn't he kind! The 16-bit conversions were handled by the team at least a few years after the arcade original appeared. As you can see the graphics were pretty well a spot on conversion job. The game itself was easy

# Back the years

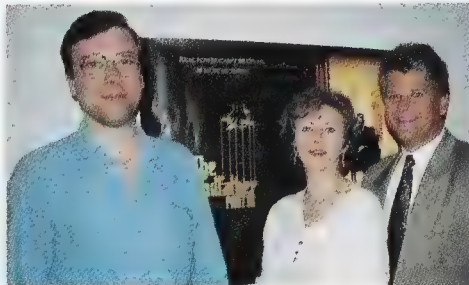
## What were your favourite games you developed as Binary Design?

"Out of the 230-odd titles? I remember them all, they all have their own story to tell. The big hits were 180 for Mastertronic and Feud for Bulldog. We did some really innovative stuff like Zub, Hocus Focus and Xeno, all excellent little games that received great reviews, but did nothing.

After that we started doing a few coin-op conversions, stuff like Double Dragon, they was fun. Max Headroom was good, one of the first games to feature digitised speech on the Spectrum! I guess in my own way I love them all."

## When did Creative Materials hit the scene and why the change?

"That was February 1990. Basically, sustaining a work force of some 45 wasn't making us any money. So we decided to swap from a



The gang of three: Nick Vincent, Patrica Dempsey and Andy Hieke, the head honchos at Creative Materials

full-time salaried operation to more of a freelance outfit, paying for performance and quality."

## Having been involved in three software producing companies, what has been your proudest moment?

"Pitching for some of the big titles, like the Godfather, and getting them. When we've got competition from people like Probe it's really great to win."

## What do you consider the future of the home computer to be and where will Creative Materials fit into the scheme of things?

"It's really beginning to split up. There are two paths, the Amiga/PC games that we all know and love, the fantasy role-playing, the adventures and the sims will continue to flourish on those formats.

The other path is the console market with both Nintendo and Sega. We've just become a Sega publisher and will be producing the Godfather on the Master System, the Game Gear and maybe even the Mega Drive."

## GAMEOGRAPHY

### As Terminal Software

Carpet Capers, City, Curse of the Werewolf, Get Lost!, Super Gridder, Hunter, Lazy Jones, Line Up 4, Log Run, Magic Mirror, Meteor Blaster, Merlock the Mede, Nosferatu, Panic Driver, Pinball Wizard, Plumb Crazy, Reversi, Rescue from Castle Dread, Skramble!, Space Island, Star Commando, Stellar Dodger, Super Dogfight, Terminal Intruders, Triple Tournament and Vampire Village.

### As Binary Design

180, Aaargh, Amarote, Arena, Bob's Full House, Bosconian, Bubble Ghost, Bullseye, Colossus Chess, Deathwake, Defcom, Double Dragon I, Double Dragon II, Droids, Elevator Action, Energy, Feud, Glass, Glider Rider, Grange Hill, Hard Drivin', Hocus Focus, Hyperbowl, Inspector Gadget, International Karate, International Tennis, Max Headroom, Miami Dice, Mission Omega, Motorbike, Motos, Nick Faldo, Octagon Squad, Pi.R. Squared, Rasterscan, Road Wars, Steve Davis Snooker, Saucer Raid 2000, Shinobi, Sidewinder, Sorcerer Lord, Speedboat Assassin, Storm, Strike!, Time Trax, Vectorball, Video Poker, Voyager, Universal Hero, Xeno and Zub.

### As Creative Materials

Creatures, Days of Thunder, ESWAT, Final Fight, Godfather, Last Battle, Line of Fire, Operation Harrier, Rotox, Summer Camp, Sim City Editor and Welltris.

# BUDGET BONANZA

## NEWS: GET YOUR KIXX...

Coming in July on 16-bit machines is the conversion of Capcom's vertically scrolling blast, 1943. This was released just over 18 months ago and is the sequel to the arcade smash, 1942. You must pilot a P-47 through wave after wave of enemy fighters, aircraft carriers and bombers.

In the year 2215, the computer storing two of the most deadly holograms - Hammerfist and Metalisis, has broken down allowing them to roam around freely. Take control of the two holographic characters and try to destroy the security system and eventually destroy Centro-Holographix. Hammerfist is due in September on C64, Speccy, Amstrad, ST and Amiga (£7.99).



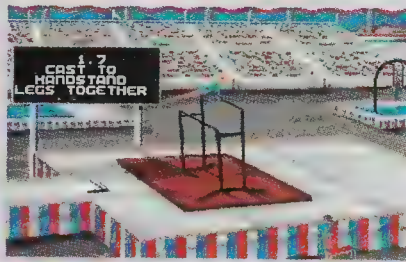
allowing them to roam around freely. Take control of the two holographic characters and try to destroy the security system and eventually destroy Centro-Holographix.

## THE GAMES: SUMMER EDITION

KIXX £7.99

OUT NOW ALL FORMATS

The game was originally released to coincide with the Seoul Olympics of 1988, and Epyx must've had its work cut out trying to find events never done before in a game of this type. I have to say that it has managed



to produce a really good original selection of events.

This compendium of summer sports is fairly original for introducing such events as gymnastics and hammer throwing, and also including more common events in a newer, more impressive way. The player can either practise or partake in the events in whatever order he/she wishes. However, they all load in separately - the first down point of the game.

All the events are brilliantly presented, especially the 400m hurdles and the velodrome cycling, both of which use ultra smooth vector graphics. Wagging is kept at a minimum, apart from when you take part in the 400m.

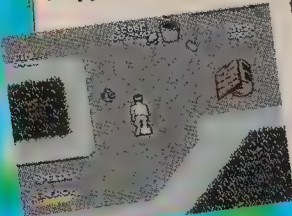
The joystick movements are all fairly difficult to get to grips with, but with plenty of practise you'll soon get the hang of it. Rush out and get a copy now!

X-RATING: XXXXX

## SKIDZ

KIXX £7.99  
AUGUST 16-BIT

The main aim behind Skidz is a vital Green Issue, collecting litter dropped on the floor by some careless fellow humans. You control either a skateboarding or biking young chap who must



tear around town collecting litter and avoiding lots of obstructions.

The levels are all rather large and well drawn. The fact that you only have one life makes the game very difficult to complete. The control method is hard to get to grips with, although the game becomes a lot more fun when you do.

Scooping rubbish has never been this much fun before. At this price the game comes very well recommended.

X-RATING: XXXXX

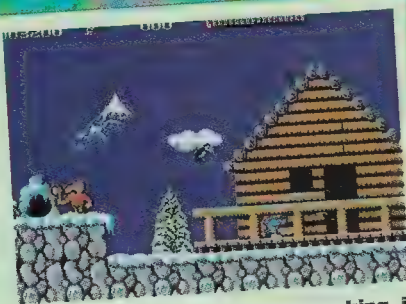
## IMPOSSAMOLE

GBH £9.99  
OUT SOON 16-BIT

Monty Mole, star of countless excellent platform titles on the 8-bit machines from Gremlin, made his impact onto 16-bit with this game written by Core Design.

The aim of the game was to rid the planet of five strange meanies all found at the end of each massive level. Monty has now gained super powers and is kitted out with a blue jump suit, with undies on the outside, and a stunning red cape.

Graphics are very similar in style to Core's previous platform romp, Rick Dangerous. They are very cartoon-like and work extremely well. Unfortunately, something has gone



wrong with the gameplay, making it very difficult to play because the characters don't move fast enough. This makes the game nowhere near the quality of any of its previous 8-bit adventures.

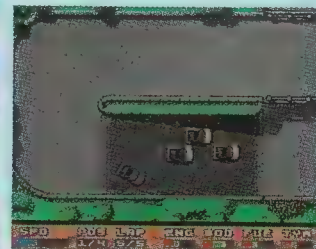
At budget price, it's worth checking out. However, there are better games available for under £10.

X-RATING: XXX

## SUPERCARS

GBH £9.99  
OUT SOON 16 BIT

Lately, Gremlin's sequel has graced our screens and left us all awestruck with its sheer excellence. Now we have the original coming out at a penny less than ten quid, obviously trying to cash in on the success of the sequel.



The basic idea is the same: race a car around a track and try to beat the others to get more money to buy add-ons. As well

as these, you can also purchase more sophisticated cars to race in.

The graphics are very similar to the sequel while not being quite as good. The cars don't react to the hills the way they do in number two. Somehow, the game doesn't look as good as it did when it was first released.

The sense of humour is great, with a fantastic little car salesman who will try to overcharge you whenever he gets the chance. It's little touches like this that make the game



what it is. There is a reasonably addictive challenge waiting for anyone who purchases this game and it's something I recommend to you.

X-RATING: XXXXX



Lots of nice cheats coming in at the moment. Keep 'em rolling in, and make them as original as possible. I would also appreciate it if you would kindly stop writing in asking for various items of hardware – we are not a charity for deranged games players. Send your letters to Tip-X, Games-X, Europa House, Adlington Park, Macclesfield SK10 4NP.

## POWER STRIKE

– SEGA SEGA MASTER SYSTEM

Christopher Nash from Smethwick is one of the first Master System owners we have heard from in a long time. He says that if you press Down, Right, Down, Down, Left, Right, Up, Right and Button 1 twice on the title screen of Power Strike, you will start the game with 10 lives instead of three.

## CJ'S ELEPHANT ANTICS

– CODEMASTERS

SPECTRUM

C64

AMSTRAD

Nice little cheat this one, from Mr Ne Win of Brighton. I apologise for the obscure language which is about to follow and I'm afraid that if anyone's offended by it... Tough! A cheat's a cheat and it's not my fault if the

programmers have a sense of humour!

On the title screen of CJ, type in 'ITCHY ARSEHOLES' and you will be awarded with infinite lives. Not a bad prize for an itchy bum, is it?

## KID GLOVES

– MILLENIUM/GBH



Someone from Glasgow has sent us a nice little cheat for this recent budget release. If you type in RHIANNON when the game is paused you can then press F9 to become invisible. If you pause the game again, you can press F8 for food and keys, F7 to skip levels and F6 to go to the shop. Thanks must go to the nameless person who sent these in!



## CHUCK ROCK

– CORE



We printed a cheat for this quite a few issues ago but it was only the level skip thingy. Well, now we can reveal all the different cheats to do various unusual bits 'n' bobs. If you type in ESTRANO, the left

shift key will make Chuck fly. Typing UNCLE SAM'S will give you infinite energy, MORTIMER will allow you select zones with the F keys, while TURN FRAME will let you choose levels with the number keys.



## ALTERED BEAST

SEGA MEGA DRIVE

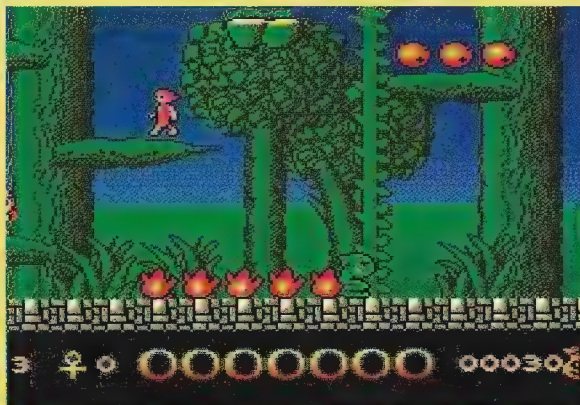
– SEGA

Pretty much all Mega Drive owners possess a copy of Altered Beast, apart from the GX office. However, we can reveal a number of clever little cheats which will add to your enjoyment. Firstly, if you wish to continue once you've died, hold down button A and press START twice. If you want to try the sound test – providing you're really that interested – hold down buttons A, C and START while pushing diagonally up and right on the title screen.

Finally, the really meaty one. To select any monster or any sound hold the direction pad down and left while pressing buttons A, B, C and START on the title screen.

## TOKI

– OCEAN



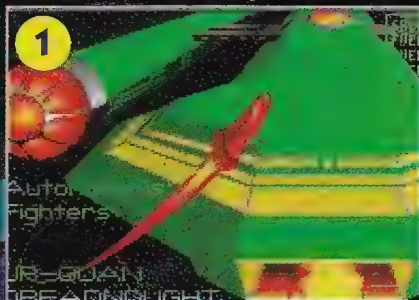
Yet another cheat for this ever popular platform adventure. How many different cheat modes are there? This is the third we have found in the last month! Type in TOKI LOVES MIHO AND HAS TO KILL BASHTAR, this will let you skip levels by pressing the F1 to F6 keys. When the cheat has been entered, the screen will be upside down. To rectify this just press N.

This ageing Star Wars-style game has recently gained a new lease of life with a superb Mega Drive conversion. Take control of a fleet of weird and wonderful spacecraft and battle to the death. Can you destroy the onslaught of the seemingly superior Hierarchy? Or will the Alliance be doomed for eternity?

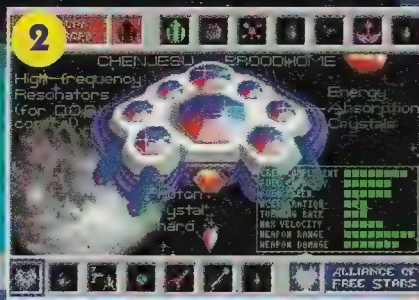


## TYRANNICAL TACTICS

### DEADLY DREADNOUGHTS



**1** The Ur Quan Dreadnought is the most powerful craft in the entire game. Possessing awesome firepower, it is a fearful enemy which can obliterate anything that lies in its path. One of your primary objectives is to find ways of destroying this ship.



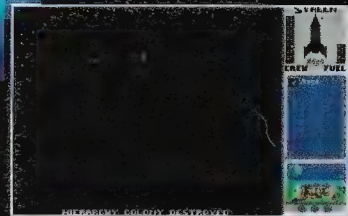
**2** The Chenjesu Broodhome is the largest Alliance craft. Although not that impressive in terms of firepower, it relies on living projectiles, which home in on their prey. One of the most powerful and useful alliance ships, it must be used to eradicate any major threat. Unfortunately, because of its size it is difficult to manoeuvre – a major liability in close combat.



**3** The Yehat Terminator is fast and aggressive and is best suited to hit and run attacks. When used in conjunction with another craft, the firepower and manoeuvrability of this ship can be very effective. When teamed with an Earthling Cruiser, it is possible to knock out a Dreadnought.



**4** The Earthling Cruiser is slow, clumsy and rather ineffective at long range. However, its short range laser cannon are especially useful for eliminating the small fighter craft launched from the Dreadnought. It is feasible to destroy an entire sortie of Dreadnought ships.



Your initial objective is to establish colonies that will supply you with the necessary resources to survive. Move through the star system as quickly as possible and eradicate Hierarchy vessels as soon as they emerge. The destruction of their bases is especially important.



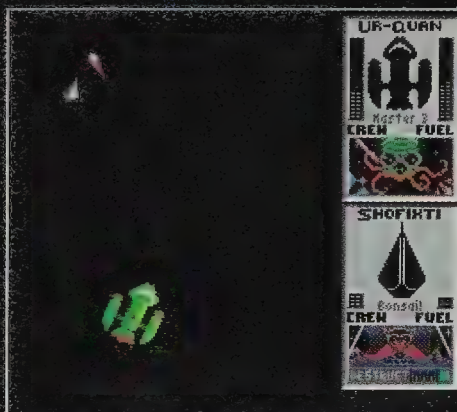
When planets are attacked, only your nearby spaceships can defend them. Keep track of enemy positions and ensure that reasonably powerful craft are always within reach of a planet that is a potential target.



Here we see a conflict between an Earthling Cruiser and a Dreadnought. Remember the tactics outlined earlier; Keep your distance, knock out the fighters first, then move in for the kill. If any attackers remain, the Ur Quan will not hesitate to launch them against you.



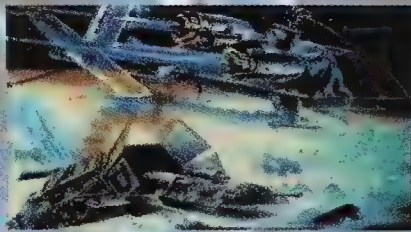
Before committing any craft to battle, ensure that there are no worlds under threat. If the coast is clear, immediately engage in combat to demolish the threat in the shortest possible time. Obvious really, innit?



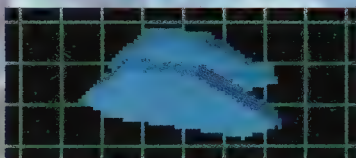
Sometimes, speed will be the only thing in your favour. The Showfixti Scout is capable of tremendous speed and can lure larger ships towards the planets. Once trapped by the gravitational pull, it is possible to destroy huge ships by forcing them to bounce repeatedly against one of the many worlds.



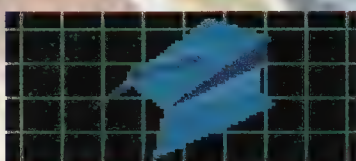
Establishing fortification is of paramount importance and must be done when colonies are created. Keep track of enemy positions and make sure they don't approach unfortified establishments.



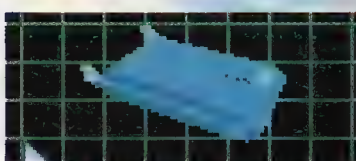
## VARIOUS VEHICLES TO VANQUISH THE VILLAINS



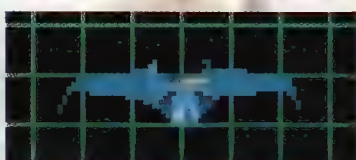
**Heavy Tank:** Neither fast nor manoeuvrable. Mainly used for collecting the neutron bomb pieces. It can carry anything you want it to



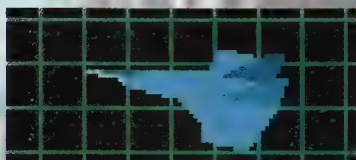
**Light Tank:** Very good at surprising the enemy in quick destroying missions. Quite fast for this type of vehicle but, again, not very easy to drive



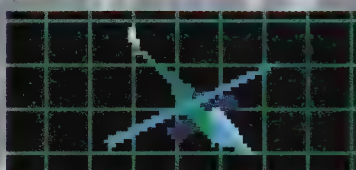
**Hovercraft:** This is incredibly fast at covering ground, but it has little armour. Only use this to get to your chosen destination in a hurry



**Bomber:** A real gas guzzler, this baby. Most of the time, it will run out of fuel immediately after take off. You will need drop tanks - don't leave home without them!



**Fighter:** This aircraft's range is incredible. Its main uses are ground attack and swift air attack. To get the best out of it, try to fly a little lower than usual



**Helicopter:** Although not that fast, this machine is a doddle to control. Very useful for shooting down enemy aircraft, as it can fly very slowly

This has got to be one of the best games currently available and is THE strategy game for non-strategy fans, the Games-X team has played it to death and we still only managed to do mission one! If you are ready for such a demanding challenge, read on...



To begin, go to the intelligence screen and zoom out of the map completely. Move the map over to the right until an airfield appears in the bottom right of the screen. Position this in the centre and zoom in on it. Place a vehicle one waypoint beacon on the left-most building on the green. Exit intelligence.



Ensuring that your shields are powered up to full, take off, select the waypoint beacon and follow the arrows on the left of the control panel. If it will help, press 'V' twice to change the VDU mode and see what coordinates you should be heading for.



Go back into the equipment screen and select a fighter. Arm it to the teeth with missiles, before taking off and heading towards the waypoint beacon.



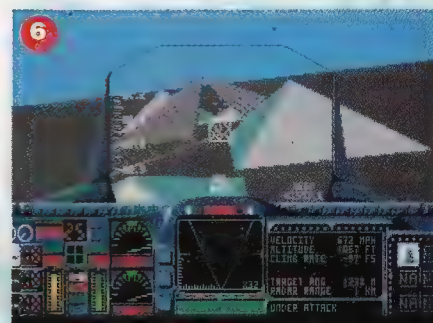
Land the fighter and, having taxied over to a lift, bring the aircraft back underground before selecting a heavy tank into position one. Arm this with two drop-tanks and a night-sight, as by now it should be getting dark.



Go into the equipment screen and place a bomber in position one. Arm it with two drop-tanks and a telepod but, before taking to the skies, place a helicopter in position two and take off in this. Fly the chopper towards the west - thus distracting the enemy airborne defences - and then taxi the bomber onto the runway.



Fly the bomber straight to the given coordinates and drop the telepod for future use. There won't be enough fuel left in the aircraft to return to main base, so you will have to find a convenient place to crash your plane.



Find the power lines on the ground - follow these to locate the generators, your target for this mission. Surrounded by gun turrets, they are to be found at the corners or ends of the lines.



Drive the tank out and having teleported to the telepod - which will only work if enough power lines have been destroyed - drive around and look for the neutron detonator. Drive over it and wahay, mission one complete!

# PP HAMMER PLAYER'S GUIDE

*It's Hammer time! Yep, for all you hammer fans out there, here's some tips on everyday pneumatic sculpture. The adventures of young Mr Hammer are additive and infuriating in the extreme, so here's a guide to a tricky, early stage - level eight...*



**1** The goodies here need to be grabbed quickly. First, take the coin and dash back up the ladder. Then dig to collect the cross and the treasure, before returning to the surface pronto

**2** Forget running right, instead dig a decent sized hole, so you can have breathing space when you dig over one of the blocks above the ladder. It doesn't matter if you dig over the ladder itself or to the sides because the fall is not fatal

**5** After unlocking the drawbridge, you can safely collect the treasures and enter the warp zone in the corner, which transports you back to the top of the cavern

## GENERAL TIPS

1. Prepare an escape route by digging. Hammer more blocks than you need, in case you need the extra space
2. Chip away at lone blocks and you may discover a pleasant surprise
3. Always memorise the position of the exit door and warp zones
4. Save the invisible potion for really tricky spots
5. When being followed by certain nasties, hammer a hole and leap in and out. Then watch the sucker be crushed
6. Try leaping at statues and other scenic items - you may find yourself transported to the bonus level
7. Smoking is bad for you so always pause the game when you're not romping through the stages



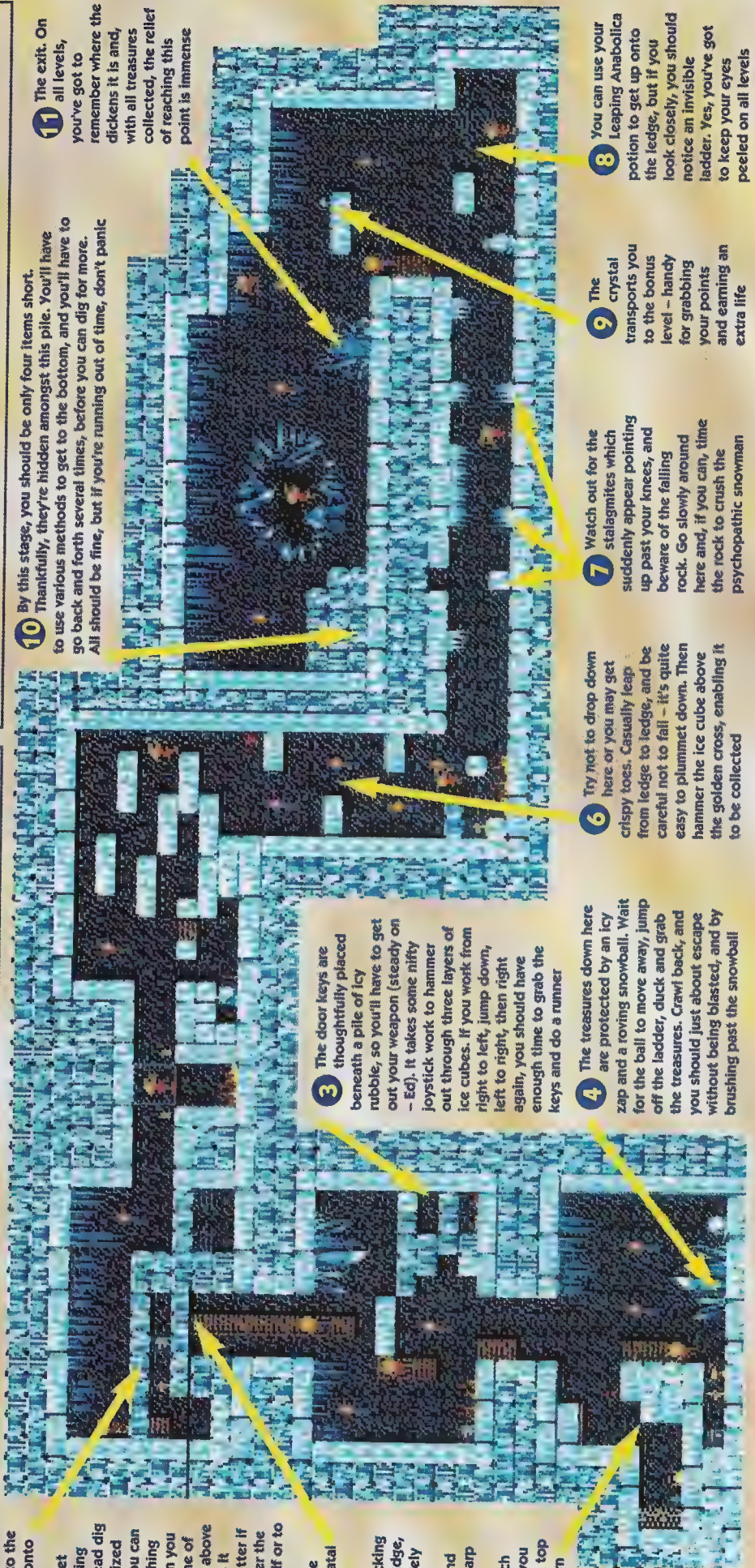
## ADVENTURES IN LEGOLAND

1. You've got to be quick. Don't dawdle or you'll emerge without any goodies
2. Find the heart and you'll earn an extra life
3. The face-up lego pieces are the only ones you can hammer - don't waste your valuable time battering the unbreakable
4. Try to cram in as much fruit as you can, as you get the points - but always concentrate on locating the heart
5. Avoid ladders if you can because they slow you down. There aren't any traps, so you can leap where you wish
6. Use the Anabolica Jumping potion straight away. On some levels, you need to go up, and there is no point in wasting time clambering up ladders

## 10 By this stage, you should be only four items short.

Thankfully, they're hidden amongst this pile. You'll have to use various methods to get to the bottom, and you'll have to go back and forth several times, before you can dig for more. All should be fine, but if you're running out of time, don't panic

**11** The exit. On all levels, you've got to remember where the dickens it is and, with all treasures collected, the relief of reaching this point is immense



**3** The door keys are thoughtfully placed beneath a pile of icy rubble, so you'll have to get out your weapon (steady on - Ed). It takes some nifty joystick work to hammer out through three layers of ice cubes. If you work from right to left, jump down, left to right, then right again, you should have enough time to grab the keys and do a runner

**4** The treasures down here are protected by an icy zap and a roving snowball. Wait for the ball to move away, jump off the ladder, duck and grab the treasures. Crawl back, and you should just about escape without being blasted, and by brushing past the snowball

**6** Try not to drop down here or you may get crispy toes. Casually leap from ledge to ledge, and be careful not to fall - it's quite easy to plummet down. Then hammer the ice cube above the golden cross, enabling it to be collected

**7** Watch out for the stalagmites which suddenly appear pointing up past your knees, and beware of the falling rock. Go slowly around here and, if you can, time the rock to crush the psychopathic snowman

**9** The crystal transports you to the bonus level - handy for grabbing your points and earning an extra life

**8** You can use your Leaping Anabolica potion to get up onto the ledge, but if you look closely, you should notice an invisible ladder. Yes, you've got to keep your eyes peeled on all levels

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ROUND 'N' PUNCH YER LIGHTS OUT....RIGHT!



THE  
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COMIC  
FOR  
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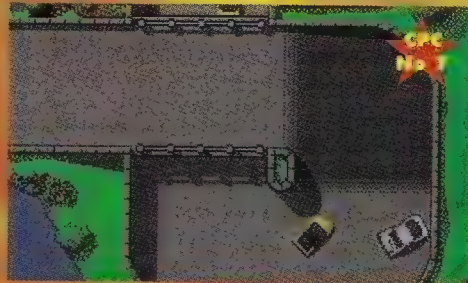
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# GALLUP

**W**e have a real battle going on at the top of the ST chart at the moment. **Man Utd Europe** and **Flames of Freedom** have been swapping places ever since they entered the chart three weeks ago. Nothing else seems to get a look in in the top two places, but I'm confident that this will soon change.

My big question of the week is: Why hasn't **Mercs** stormed into the Amiga chart yet? It has been out for a while, yet for some reason all you lot out there aren't buying it! Don't you read *Games-X* reviews?

We have living proof that people actually read Alex's work however, because Manchester United is taking every format that it's available on by storm. It's



nice to know that we at Games-X can help. When we asked Alex how he felt he just grunted and walked off for another game on **Final Fight**.

Big shock of the week is that **Gremlin's** ancient **Footballer of the Year 2** has smashed into the C64 chart once more. Something tells me that drastic measures need to be taken about getting you some new games if that's what you are buying!

**Jetfighter 2** holds on for another month and kicks **Lemmings** out of the top spot in the IBM chart.

Something puzzles me about the PC chart though, and that's the severe lack of games by Sierra. These are possibly the best games available for the machine and yet no one gives them a second look. Tip of the week: **Leisure Suit Larry 1** with new graphics is an absolute stunner... and so are some of the girls!

1	◆	<b>MANCHESTER UNITED EUROPE</b> House: KRISALIS Team: P HARRAP
2	▲	<b>PGA TOUR GOLF</b> House: ELECTRONIC ARTS Team: LEE ACTOR
3	★	<b>EYE OF THE BEHOLDER</b> House: US GOLD Team: SSI
4	◆	<b>MONKEY ISLAND</b> House: LUCASFILM Team: IN HOUSE
5	▼	<b>F15 STRIKE EAGLE 2</b> House: MICROPROSE Team: MPS LABS
6	▼	<b>LEMMINGS</b> House: PSYGNOSIS Team: DMA DESIGN
7	★	<b>ARMOUR-GEDDON</b> House: PSYGNOSIS Team: P HUNTER AND E SCIO
8	▼	<b>SWITCHBLADE 2</b> House: GREMLIN Team: P GREGORY AND G ALLAN
9	★	<b>GODS</b> House: RENEGADE Team: BITMAP BROTHERS
10	★	<b>HEROQUEST</b> House: GREMLIN Team: 221B

1	▲	<b>MANCHESTER UNITED EUROPE</b> House: KRISALIS Team: P HARRAP
2	▼	<b>MIDWINTER 2</b> House: RAINBIRD Team: MIKE SINGLETON
3	★	<b>GODS</b> House: RENEGADE Team: BITMAP BROTHERS
4	★	<b>HEROQUEST</b> House: GREMLIN Team: 221B
5	★	<b>LEMMINGS</b> House: PSYGNOSIS Team: DMA DESIGN
6	▲	<b>SUPER MONACO GP</b> House: US GOLD Team: ZZU
7	★	<b>SPEEDBALL 2</b> House: IMAGEWORKS Team: BITMAP BROTHERS
8	▼	<b>ARMOUR-GEDDON</b> House: PSYGNOSIS Team: P HUNTER AND E SCIO
9	★	<b>SHADOW OF THE BEAST</b> House: PSYGNOSIS Team: DMA DESIGN
10	★	<b>WARLOCK THE AVENGER</b> House: MILLENIUM Team: IN HOUSE

1	◆	<b>MANCHESTER UNITED EUROPE</b> House: KRISALIS Team: P HARRAP
2	◆	<b>HEROQUEST</b> House: GREMLIN Team: 221B
3	◆	<b>DIZZY COLLECTION</b> House: CODEMASTERS Team: OLIVER TWINS
4	▲	<b>SUPREMACY</b> House: VIRGIN Team: PROBE
5	★	<b>MULTI PLAYER SOCCER MANAGER</b> House: D&H GAMES Team: IN HOUSE
6	★	<b>CREATURES</b> House: THALAMUS Team: APEX BROTHERS
7	▲	<b>BIG BOX</b> House: BEAU JOLLY Team: VARIOUS
8	★	<b>LED STORM</b> House: KIXX Team: SOFTWARE CREATIONS
9	★	<b>EMLYN HUGHES SOCCER</b> House: AUDIOGENIC Team: IN HOUSE
10	★	<b>FOOTBALLER OF THE YEAR 2</b> House: GREMLIN Team: IN HOUSE

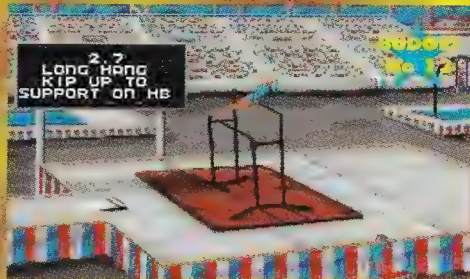
1	◆	<b>MANCHESTER UNITED EUROPE</b> House: KRISALIS Team: P HARRAP
2	▲	<b>DIZZY COLLECTION</b> House: CODEMASTERS Team: OLIVER TWINS
3	▼	<b>HEROQUEST</b> House: GREMLIN Team: 221B
4	▼	<b>TEENAGE MUTANT HERO TURTLES</b> House: IMAGEWORKS Team: PROBE
5	▲	<b>F16 COMBAT PILOT</b> House: DIGITAL INTEGRATION Team: DJ
6	★	<b>FOOTBALLER OF THE YEAR 2</b> House: GREMLIN Team: IN HOUSE
7	★	<b>NARC</b> House: OCEAN Team: SALES CURVE
8	▼	<b>VIZ</b> House: VIRGIN Team: PROBE
9	★	<b>BACK TO THE FUTURE 3</b> House: IMAGEWORKS Team: PROBE
10	◆	<b>POWER UP</b> House: OCEAN Team: VARIOUS



# H A R T S



What has happened to CodeMasters? Its highest game on the budget chart is only number five and everything above it is a re-release! It's nice however,



to see the office favourite *The Games: Summer Edition*, appearing in the chart. You out there obviously have taste!

## TEAM TALK

Poor old Alex! The sun has really got to him this year, in fact he now goes out of his way to avoid it whenever he can. He latest trick is hiding inside a large black bin liner so that he won't get sunburnt!



Nick 'Gluttony' Clarkson has finally tidied his desk after it was covered in empty crisp packets, chocolate bar wrappers and Coke cans. Everyone is surprised that there is actually a computer on his desk!

Final Fight on the Super Famicom is rapidly becoming the office favourite and has been played solidly by nearly everyone, apart from Bri who prefers Rolling Ronny.



1	▲	<b>DIZZY COLLECTION</b> House: CODEMASTERS Team: OLIVER TWINS
2	▲	<b>MANCHESTER UNITED EUROPE</b> House: KRISALIS Team: P HARRAP
3	▼	<b>HEROQUEST</b> House: GREMLIN Team: 221B
4	▼	<b>TEENAGE MUTANT HERO TURTLES</b> House: IMAGEWORKS Team: PROBE
5	▲	<b>BIG BOX</b> House: BEAU JOLLY Team: VARIOUS
6	★	<b>VIZ</b> House: VIRGIN Team: PROBE
7	★	<b>SUPERCARS</b> House: GREMLIN Team: MAGNETIC FIELDS
8	★	<b>SHADOW DANCER</b> House: US GOLD Team: IMAGES
9	★	<b>SWITCHBLADE</b> House: GREMLIN Team: IN HOUSE
10	★	<b>BACK TO THE FUTURE 3</b> House: IMAGEWORKS Team: PROBE

1	▲	<b>JETFIGHTER 2</b> House: US GOLD Team: BOB DINNEMAN
2	▼	<b>LEMMINGS</b> House: PSYGNOSIS Team: DMA DESIGN
3	★	<b>SHINOBI</b> House: VIRGIN Team: IN HOUSE
4	▲	<b>WING COMMANDER</b> House: MINDSCAPE Team: ORIGIN
5	▼	<b>COLOSSUS CHESS X</b> House: CDS Team: IN HOUSE
6	★	<b>SUPER OFF ROAD RACER</b> House: VIRGIN Team: GRAFTGOLD
7	★	<b>CHUCK YEAGER AFT 2.0</b> House: ELECTRONIC ARTS Team: IN HOUSE
8	★	<b>MONKEY ISLAND</b> House: LUCASFILM Team: IN HOUSE
9	★	<b>BARDS TALE 3</b> House: ELECTRONIC ARTS Team: INTERPLAY
10	★	<b>BUDOKAN</b> House: ELECTRONIC ARTS Team: RAY TOBEY

1	◆	<b>BUBBLE BOBBLE</b> House: HIT SQUAD Team: SOFTWARE CREATIONS
2	★	<b>SHINOBI</b> House: MASTERTRONIC Team: IN HOUSE
3	▲	<b>DRAGON NINJA</b> House: HIT SQUAD Team: OCEAN FRANCE
4	▲	<b>DOUBLE DRAGON</b> House: MASTERTRONIC Team: BINARY DESIGN
5	▼	<b>MAGIC LAND DIZZY</b> House: CODEMASTERS Team: OLIVER TWINS
6	▲	<b>FANTASY WORLD DIZZY</b> House: CODEMASTERS Team: OLIVER TWINS
7	▲	<b>MULTIMIXX 1 GOLF</b> House: KIXX Team: ACCESS
8	▲	<b>PROFESSIONAL FOOTBALLER</b> House: D&H GAMES Team: IN HOUSE
9	▲	<b>QUATTRO CARTOON</b> House: CODEMASTERS Team: VARIOUS
10	▲	<b>DIZZY PANIC</b> House: CODEMASTERS Team: OLIVER TWINS
11	▼	<b>THE UNTOUCHABLES</b> House: HIT SQUAD Team: SPECIAL FX
12	▼	<b>PAPERBOY</b> House: ENCORE Team: NEIL BATE
13	★	<b>THE GAMES: SUMMER EDITION</b> House: KIXX Team: EPYX
14	▼	<b>RENEGADE 3</b> House: HIT SQUAD Team: SOFTWARE CREATIONS
15	★	<b>RED HEAT</b> House: HIT SQUAD Team: IN HOUSE

- ★ New Entry
- ▲ Climber
- ◆ Non mover
- ▼ Faller
- ★ Re-Entry

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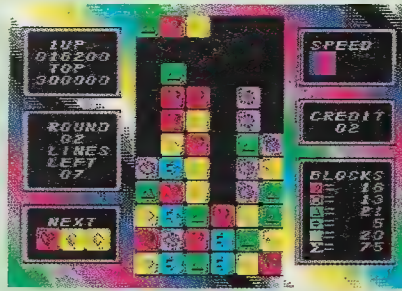
### ATARI LYNX

BLOCKUP.....28.99
WARBIRDS.....29.99
APB.....29.99
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NINJA GAIDEN.....32.00

**STACK UP**  
**ZEPPELIN PLATINUM**  
**£3.99 OUT NOW**

**T**etris clones would seem to be appearing all over the place, since the Game Boy version of the puzzle classic was unleashed. Now we have the latest version from Zeppelin and this one is slightly different.

Coloured squares fall from the top of the screen in rows of three and you must place them so that three squares



of the same colour line up. These lines can be in either the horizontal, vertical or diagonal planes.

The graphics are perhaps the most colourful I have ever seen on the humble, old Speccy, but despite this pleasant surprise the gameplay leaves a lot to be desired.

Trying to arrange the lines is a very difficult task and I found the 'game over' sign coming on screen in a matter of minutes.

A good idea which, although not perfect, is an interesting game.

**X-RATING: XXX**

*Just when you thought it was safe to venture outside, the sun has re-appeared and made the atmosphere incredibly hot. In order to allow you to take a well-earned break from this oppressive heat, it's time once more for a Games-X Speccy page, YAY!*

**T**he fluffy kiwis are coming your way on August 7th - Taito's New Zealand Story will be unleashed from The Hit Squad, ready to do battle with you.

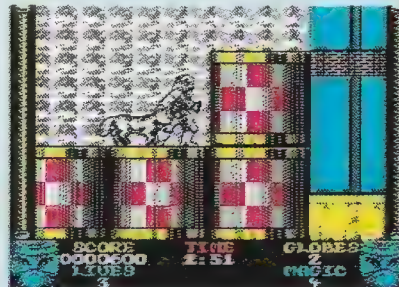
Boasting cartoon graphics and oodles of playable platform action, this game was well received on full price release and looks likely to repeat its success on budget. Keep a lookout for it in the shops soon.

Cabal is Konami's attempt at a slightly different Operation Wolf clone. For two players, this is fast, shoot'em-up action as you've never seen it before. Controlling a fearless soldier at the bottom of the screen, you must blast the hordes of enemy troops who burst onto the screen in front of you.

The arcade version was awesome, so this should be a goodie and is available from August 7th, a must for all shoot'em-up addicts and a snip at £3.99.

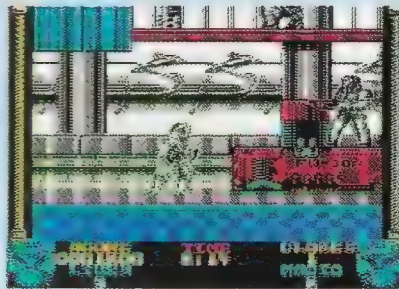
Look in next week's column for a review of US Gold's stunning Mercs. Catch you then!

**SHADOW DANCER**  
**US GOLD £11.99 OUT NOW**



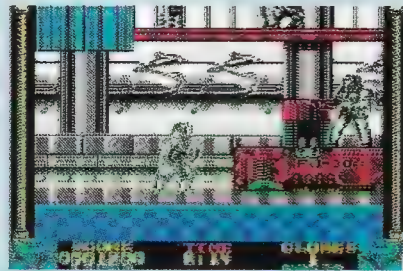
**S**ega's arcade smash has stormed its way onto your Speccy screen, thanks to US Gold. The sequel to the highly acclaimed Shinobi, this beat'em-up has roughly the same gameplay as the original.

This time however, you have a furry, four-legged friend accompanying you on every level, as you ruin the bad guys' day.



The purpose of your mission is to collect detonators from all the locations that you visit on the way to the final stage.

These are placed in the most awkward areas of the levels you could imagine. Luckily, the doggie isn't just there for show - pulling down and firing will unleash the deadly beast onto an unsuspecting guard.



Graphically, the game looks very impressive, despite the monochrome appearance. Sound effects are good to listen to, but the tune, as always, begins to get on your nerves after only a short while.

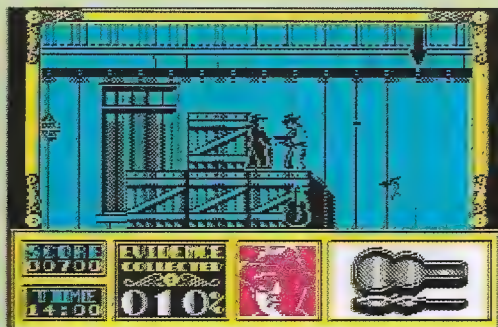
The gameplay is where Shadow Dancer really stands out from the crowd, it being almost exactly the same as the arcade original.

If I were you I'd drop everything now and buy this game. It's a corker!

**X-RATING: XXXXXX**

**THE UNTOUCHABLES**  
**HIT SQUAD £3.99 OUT NOW**

**S**ean Connery's Oscar-winning performance in this box office smash hit inspired Ocean to make a

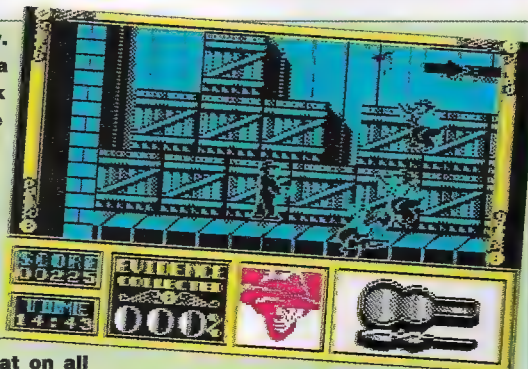


game based on the screenplay. The game consists of quite a number of sub-plots, which link together to make one awesome package.

Unlike most other games of this type, where all the mini-plots are of an inferior quality, this boasts excellence in every level.

The graphics are very pleasant to look at on all the stages, especially the famous, station steps scene.

Perhaps the only down side is the difficulty setting, as each level takes absolutely ages to crack and complete. Maybe a code system for easy



access would improve matters.

As it is, this deserved the original £10 asking price. On budget, it's an absolute steal!

**X-RATING: XXXXX**

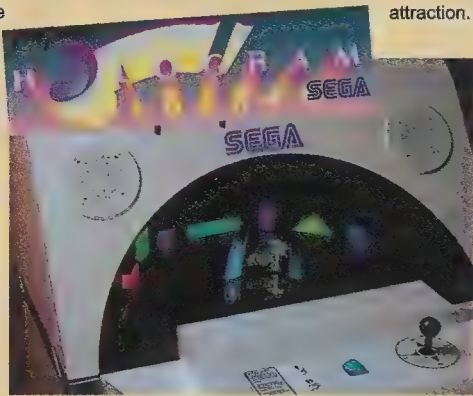
# ARCADE EXTRAVAGANZA

**It is now time to forget video graphics because Sega has just released a blockbusting new 3D holographic sizzler for the nation's arcades...**

As promised, Sega has unveiled its new technology and latest game, **Hologram Time Traveller**, and this is definitely not to be missed. Although it fell a little short of our expectations in one or two areas, we don't think you'll be disappointed.

This system will cause a massive stir in arcades across the country. More probably it will live up to our predictions and "turn the arcade video markets upside down". Forget video graphics. The images are made up of 3D holograms.

You may have seen holograms in some form already but these are the most realistic we have come across.



Sega's 3D holographic Time Traveller - it doesn't look, sound, or play like any game you've ever seen

The effect is of miniature actors on a stage inside



the video cabinet and they truly look like tiny people, not least because the images are actually based on real actors. When you move a character, he actually jumps around and when you press fire, he pulls a gun and shoots whatever is in his way.

Should he miss or take his time, the baddie will get him first. Death could be by shooting, punching or stabbing, all frighteningly realistic and accompanied by eerie stereo sound. Definitely not for the faint-hearted.

Without doubt, the technology is the main attraction. The game itself is really rather pedestrian and fails to live up to its pre-launch promise. Time Traveller is based on a trip through various time zones, which have to be cleared before you can move on.

Your character is 'the handsome Marshal', who battles with enemies, ranging from cavemen to space knights, the aim being to save the princess and the universe. Throughout, you are guided by an actress and

ticked off by a wizard when you get it wrong.

Controls are very simple, just a four way joystick and two buttons, one to fire and another that allows you to rewrite history and attack your opponent. Back-up on this facility is available, but be prepared to pay.

Still, the novelty of the game will be enough to keep even the most expert of players interested for the short term and Sega will inevitably have another game lined up for release once it sees how this one goes.

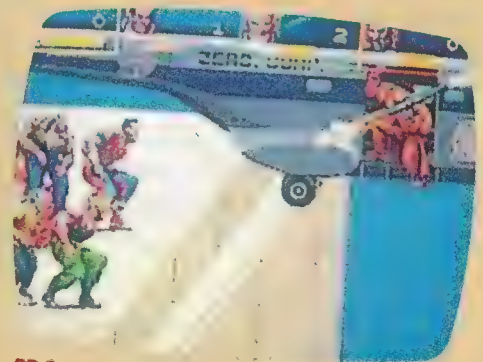
## BEHIND THE WHEEL

You may remember some time ago I stuck my neck on the line and forecast that a new driving game from Taito, **Racing Beat**, was a sure fire tip for success when it arrived in the UK. It has already been well accepted in Japan, and now it has hit these shores.

Due for official launch this week, I managed to obtain a sneak preview. This F1 racing game currently comes in two versions - single player upright or two-player interactive, also in upright cabinet form.

I have been assured that a two-player cockpit version will be made available. This is certain to add to its appeal immensely as it is impossible to get to grips with a driving game on an upright flat screen cabinet - a good game needs to be honoured with the right cabinet. Taito will soon supply one for Racing Beat.

Players can choose from four race tracks around



DD Crew involves continuous multi-fighter battles

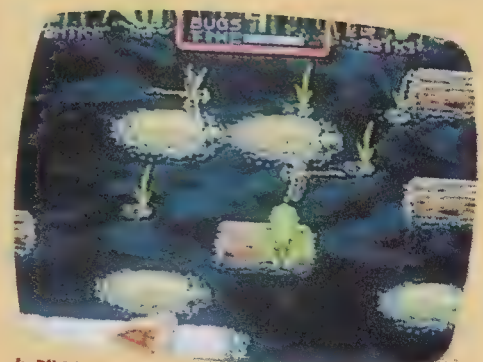
the world and can then experience the razzmatazz of a grand prix build-up. I tried out the two-player interactive game racing directly against a friend. However, there are more cars involved as obstacles to be negotiated.

Racing Beat proves itself all the way to be a good, if simple, drive. The French track is a good driving skills tester. The steering column is rather light and reacts quickly, but I've been assured that this will be rectified. Gears are simple, only high and low. Keep your foot flat down rather than feathering revs into bends.

Sega is very busy at the moment. Its latest street fighting game, **DD Crew**, is due out at the end of July and some of you may see it in a four-player version.

It is pretty straightforward in the mould, set in a North American fairground where our heroes, Buster, King, Gung Ho and FF take on everyone else. Unspectacular, but a safe bet for street fighting fanatics.

**Ribbit** is, on the surface, targeted at younger players but is in fact quite skilful. Not surprisingly, it is about toads which have to clear various scenes of dragonflies, ants and other insects before bigger bugs like spiders get them. There is also a regular bonus round with pretty graphics. Particularly good in two-player mode, this is worth a try.



In Ribbit, don't be in haste or you'll fall in the brook!

## DRUNK AND DISORDERLY

I need help badly on Police Quest. When I stop the drunk for driving under influence, he starts to annoy me by not co-operating. How do I arrest him? What do you do to him? God bless you child!

Jokey Nelson, Dumfrireshire.

**Dr X:** I very much doubt if I'm your child, dad. If I am a product of your loins you must be as old as my Aunt Fanny. Anyway, first of all walk up to the driver's window



Don't take any hassle from the drunken bum in Police Quest. Whip out yer truncheon and whack him round the head!

and type 'Smell breath'. Enter 'Get license' and then 'Get out'. Now that you're both out of the cars, type 'Administer test'. Having found that the test was successful, cuff the man. Read him his rights and finally arrest him.

## LARRYTOV COCKTAIL

I have a plea for help in Leisure Suit Larry 2. How do I get inside the lift at the top of the volcano? I've tried to get the axe from the native in the village but to no avail. Clues please!

Bounty Bob, Scotland.

**Dr X:** You are totally wrong in your approach to solve this problem. What you need to make is a Larrytov cocktail. You've heard of the Molotov cocktail, well this Larry Laffer's version. First of all put the matches in the



Having had one too many experiences with the hair rejuvenator, Larry Laffer's brunette locks have been bleached and now the luckless lover has had to resort to a Larrytov cocktail

bag. When you have done this place the bag inside the bottle.

Now that you have the makings of a highly explosive mixture, walk over to the largest crack, taking care not to fall in, and lob the package down there. This may take a while to get right. However, when you do an animated sequence that lasts for ages will begin and you'll have completed the game.

## SWINGING ON INDY'S LOG

Please help me (grovel, grovel). I've just purchased Indiana Jones on the Sega Master System and I can't get past level four. It says in the instruction booklet you can swing across open gaps using your whip, but I can't



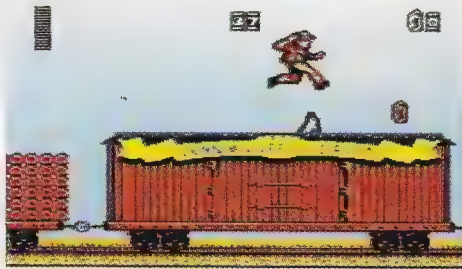
# DrX

Hello and welcome to Dr X's cynical clinic. Having worked all through the summer months I will be taking a holiday, but have no fear, I have a stand-in. My beloved other half will be here to take the helm and answer any queries you may have, and believe me, there are a few queries in this game! Until the next time, keep your letters flooding in and I hope to see you all soon. Dr X, Games-X, Europa House, Adlington Park, Macclesfield SK10 4NP.

seem to do it. I need your help desperately. Steven Farmer, Welling.

PS I love your glasses, did you get them from a Cornflakes box?

**Dr X:** What makes you think I got my bins from a cereal packet, eh? Just because they don't have the name Ray Ban plastered all over them it doesn't mean they're



Unfortunately Indy gets the horn once too many and our hero hits the deck. To get onto the train at the end of level one, simply jump onto the carriages

cheap and nasty. In fact, my glasses are unique and were made by the talented hands of the late and great Leonardo DaVinci and are worth millions of pounds.

Anyway, back to the problem. I can't really help you any more than what the manual has already told you. All you do is use your whip to jump the gaps. You must lasso the small wooden logs, but apart from that you must time the jump. Sorry.

## DOCTORIN' YER DISK

Several months ago, I purchased a copy of Turrican 2. After lending it to a friend and



Because the disk you returned didn't work, it doesn't mean it is Rainbow Arts' fault. You may have to fork out a small fee to replace Turrican to his former glory

getting it back I found it did not work. The system advised me to use Diskdoctor, but on reading Games-X issue 11 I decided to write to you and ask for Rainbow Arts' phone number so it can replace my game. Thanks. Peter Andrews, Ballymena.

PS What's going to be bundled with the Mega Drive by Christmas?

**Dr X:** I think you were a bit premature with your thanks because if I were Rainbow Arts I would not replace your game for free, because the incident was not its fault. Anyway, the number you require is 021 702 2323. As for the Mega Drive, hopefully Sonic the Hedgehog and Mickey Mouse will be bundled with it.

## INDY'S GOT THE HORN!

I own an Atari STFM. I am stuck in Indiana Jones and the Last Crusade. I cannot get past the first level. I am stuck at the train. Could you please give me a tip so I can



Indiana Jones managed to get his own computer game, but hopefully the MC with the baggy trousers won't be pixelised for a few years to come

proceed to the next stage and use your tip in Games-X 12. Also is it true that MC Hammer is going to come out on the home computer? Carlos Roman, London.

**Dr X:** Another person stuck on Indy? The first level of this game is so easy it's hardly feasible. You have to run along the top of the train, jumping the gaps and avoid the horns that thrust from under you.

You will also encounter giraffes and a group of fuming red indians. Make sure you whip them before they throw their daggers, leap from carriage to carriage timing the jumps carefully and dodge the bullets fired from the thugs chasing you. As for an MC Hammer game, I hope not.

# CONSOLE CONNEXIONS

Sega, Nintendo, Lynx, Game Boy, Famicom, Game Gear, PC Engine

The classic games are coming back into fashion, with the excellent Frogger and Pacmania appearing soon. Stay tuned to Console Connexions to receive the info...

## GAME BOY ON PAR

While Baker-Finch and Ballesteros got to grips with the real Open, Nintendo has just released **Game Boy Golf** to coincide with the British Open. Golf, as it has originally been named, attempts to recreate the excitement and authenticity of the real game. It allows you to choose your club, line up the shots and control the power for pinpoint accuracy.

The game tests the player's skill either in match or stroke play, against the elements of wind, water and bunkers. There are 18 tough holes featuring smooth fairways, the greens and the devastating rough!

Golf is soon to be released, and will retail from

Dixon's, Curry's, Virgin, Woolworth's and other leading stores for around £20.

## RIBBIT, RIBBIT, KERSPLAT!!!

One of the classic Atari VCS games is going to be converted onto the Game Gear. **Frogger** is back with a vengeance and there's no way he's gonna let a 20 ton lorry pile-drive over his head and squeeze out his innards!

You probably all know what the game is about, but for those who have forgotten the little amphibian's antics, the objective of the game is to successfully guide your frog to his pond. However, between you and the goal is a six lane motorway filled with cars and lorries! Having crossed the road you must leap from lilly to lilly, across the backs of moving turtles and dash on alligators' backs just to make it back to the safety of your own home.

## GREEN WITH ENVY

Sega has counteracted Game Boy Golf by releasing its

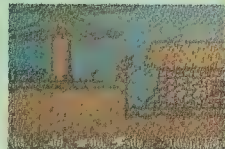
own portable 18-holer on the Game Gear. **World Class Leaderboard** is a cartridge conversion of the immensely popular golf game within all formats of home computers.

The game is a realistic simulation featuring the actual courses that the pros play on! Use strategy, skill and the correct club to score a hole in one in this all-time classic.

## A HANDFUL OF LYNX

Atari has a massive selection of official titles soon to be released across the country. After the excellent Warbirds, Atari has listed numerous platform adventures, sports sims and arcade conversions which will add to its already extensive selection.

First is the playable **Viking Child**, originally released by Wired on the ST and Amiga. As the Viking Child, Brian, take your sword and brave the hostile



**GAME: PC KID 2**  
**MACHINE: PC ENGINE**  
**PRICE: £35.00**  
**SUPPLIER: PC ENGINE SUPPLIES**

The Kid is back and now he's meaner than ever! **PC Kid**, aka **Bonk**, is about to clash with **King Drool III** in his hardest battle yet. **Drool III**, grandson of **Drool** who **Bonk** cooled in the first adventure, is challenging the **Kid** to a conflict over eight levels.

In this head-butting romp, the **Kid** will have to travel through various stages of prehistory and defeat the nasties that litter the platforms and slippery walkways.

Tapping button **A** will make **Kid** leap in the air, whereas button **B** sends **Bonk** into a butting rage. Small power-ups can be collected which grant our hero numerous weapon enhancements.

The first allows him to blow love-hearts which freeze anything they touch. Collect the meat, and **Bonk** will be given the ability to breathe fire. As well as more weapons, **Bonk** can find items that allow him to fly and add extra bounce to his jump.



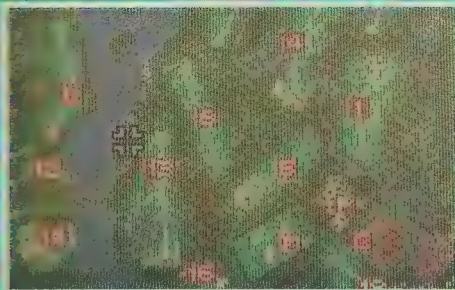
As aforementioned, the game is set over eight levels, but bonus and secret stages can be found by collecting small plants and other such items.

**PC Kid 2** is immensely playable, and is one of the best platform games I've ever played on the **Engine**. The graphics are crisp and the animation of our little hero is hilarious. The sound is also first class, and the resulting package is an excellent game that I thoroughly recommend. **PC Kid 2** is a worthy follow up to the original, and is one of the best **PC Engine** platform romps to date.



**X-RATING: XXXX)**

**Gameplay: 16/20**  
**Lastability: 15/20**  
**Presentation: 15/20**

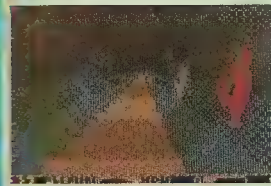


world that awaits outside your quaint home town. Battle through castles filled with enemies and forests with less-than-friendly creatures lurking inside.

On the sports simulation front we have two offerings, **Links** and **NFL Football**. The latter is a competent American football game which can link up to four players together. **Links** is a conversion of the extremely popular PC golf simulation, featuring digitised golf courses.

The list of coin-op conversions is endless, but here are just a few to whet your taste buds. The first is **Vindicators**, an ageing shoot'em-up which places you in a futuristic tank. Take control of the beast and infiltrate the alien space station before going on to eliminate their leader. **Vindicators** offers one-player or two-player simultaneous action via the Lynx link.

**STUN Runner** is the fast moving arcade smash where you must pilot a hi-tech vehicle through a vast network of tunnels at speeds in excess of 700mph! As well as negotiating the many roadside obstacles, you



will have to use the wing-mounted lasers to destroy the oncoming cars and waves of enemy vehicles!

All Points Bulletin,

**GAME: SUPER SCRABBLE  
MACHINE: GAME BOY  
PRICE: £29.00  
SUPPLIER: PC ENGINE  
SUPPLIES**

**S**crabble is still one of the best board games around even today, when more complex games such as **HeroQuest** are selling by the thousand. Virtually everyone has played **Scrabble** at some point but a lot of people regard this MB classic as a game for the older generation.

For those of you who are unfamiliar with **Scrabble**, the game simply involves you making words out of a series of random letters. Sounds easy? Well, it would be, but you are given a score for

each tile you lay and it's a race against a friend (via the video link cable) or the console to rack up the points by creating words using high-scoring letters like Z and Q.

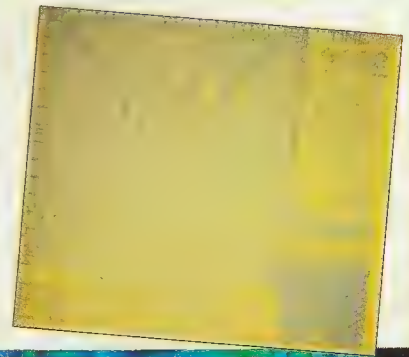
To add to the mayhem, a timer makes sure you do not nab the dictionary to look for some obscure word and at the same time the cartridge's own in-built log of words checks that each entry you make is not just a load of letters amounting to a massive score.

**X-RATING: XXXX**

**Gameplay: 16/20  
Lastability: 16/20  
Presentation: 10/20**



**APB** for short, is an overhead driving game where you, the crime-busting cop, must search out the enemy in your black and white car. Listen to the reports that



crackle over the radio and piece together information before staking out the crook.

**APB** is a single-player driving game which will



**GAME: FINAL SOLDIER  
MACHINE: PC ENGINE  
PRICE: £35.00  
SUPPLIER: PC ENGINE  
SUPPLIES**

**O**hmigosh, the storyline is so boring. You've heard it all before. The Earth is under attack and there is only one person that can save us, the **Final Soldier**. A hero's work is never done, and

you can't put your feet up until the alien scum finally bite the dust.

This is a bog standard vertical shoot'em-up which doesn't have anything new or exciting to offer. Okay, the game features power-ups too numerous to mention, but haven't you seen at least 10 shooty games that have exactly the same to offer?

There are three difficulty settings: normal, hard and expert. Furthermore, you can increase/decrease the amount of lives



you are given to make the task ahead easier or tougher.

There are waves upon waves of aliens which storm down screen in an attempt to deplete your precious energy and at the end of each level huge battleships slide from side to side spewing out countless bullets.

On the whole, **Final Soldier** is not an original release although it is playable. Graphically it is quite impressive however, the better graphics are only seen later in the game. For 35 quid you may expect more, but the game is a simple and fun shoot'em-up.

**X-RATING: XXXX**

**Gameplay: 16/20  
Lastability: 13/20  
Presentation: 14/20**

include awesome sampled speech in the final product.

Finally, *Ninja Gaiden*, known to most of us as *Shadow Warriors*, is a beat'em-up of colossal proportions. Featuring colourful graphics and smooth animation, *Ninja Gaiden* has numerous levels. As a ninja, you must clear the streets of the low-life that litter the gutter.

All titles should be released around the end of summer/beginning of autumn and priced around £30.

## HINTS & TIPS

### GAIARES - MEGA DRIVE

To start with your preferred weapon, you must enter a special code. First go to the configuration screen by holding buttons A, B and C and then tapping Start. Put the sound test on 18, hold button A on controller two and then exit.

You will now be in the stage select mode. Choose the stage and then pause the game. When paused press Up and A to select your weapon. The best weapons to choose from are the F-Formation and the T-Blaster.

### WINGS OF WOR - MEGA DRIVE

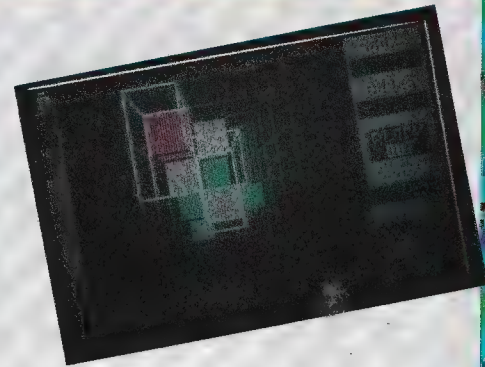
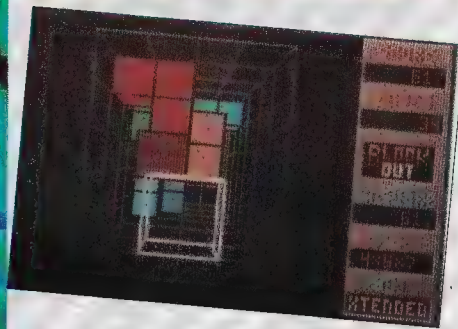
Enter the Options menu from the title screen. Move the cursor down to Control and wait for about fifteen seconds. Press button A and you'll see STAGE appear. Select it and you will be able to start on any level.

### SUPER VOLLEYBALL - MEGA DRIVE

Press Up, A and B at the same time. To spike a return, so any of the opposition that attempts to hit it will get knocked over, simply press Down, A and B simultaneously after setting the ball.

Thanks to:

PC Engine Supplies, The Village, Newcastle-U-Lyme, Staffordshire ST5 1QB. Tel: 0782 712759.



**GAME: BLOCKOUT  
MACHINE: LYNX  
PRICE: £28.99  
SUPPLIER: PC ENGINE  
SUPPLIES**

**P**uzzle games are one of the most popular genres of software around today, and Tetris was the game that inspired an army of clones attempting to knock the classic off its pedestal. First came the 2D versions such as *Columns*, then the more ingenious 3D Tetris games arrived, like *Welltris* and now *Blockout*.

Originally programmed on the ST and Amiga and released by Rainbow Arts, *Blockout* is a colourful, addictive logical game that teases your brain and at the same time tests your reactions to make the blocks rotate and fit perfectly in the gaps.

The game has numerous levels of difficulty, and not only can you choose at what speed the blocks fall, the pit

area can be defined, more complex blocks can be used and the rotation speed can be altered.

To rotate the blocks, button B in conjunction with the joypad allows you to move the shape through any plane, although this is easier said than done! To drop the block, simply tap button A.

*Blockout* is an above average 3D *Welltris* clone, and is one of the most playable puzzle games on the Lynx. The various features allow you to set the game's difficulty to suit your requirements. Initially, I found the game fairly dull because of its apparent simplicity. However, this puzzle will offer hours of fun and addiction, especially to the fans of the taxing Russian games, Tetris and *Welltris*.

**X-RATING: XXXX**

**Gameplay: 16/20  
Lastability: 15/20  
Presentation: 13/20**

**GAME: PACMANIA  
MACHINE: MASTER SYSTEM  
PRICE: TBA  
SUPPLIER: TECMAGIK**

**N**early a decade ago, a small yellow ghost-eating ball graced the screens of arcade machines everywhere. He was soon to become one of the most popular computer characters throughout the industry.

Since Pac-Man appeared his family have followed suit in the classic *Ms Pac-Man*, and he has also ventured out of the 2D maze to gobble his way through an eerie landscape in *Pac Land*.

Now he bursts onto the screen in glorious 3D, and returns to the mazes where he once wreaked havoc in his

latest escapade, *Pacmania*. Just about everyone will have played *Pac-Man*. *Pacmania* is a 3D version of the game.

You must explore the mazes, collecting the wafers and popping pills to give him the ability to munch through the ghosts that roam the pathways.

Along the way, Paccy can bounce over pills or oncoming ghosts if you tap buttons A or B, and collect special bonus pills to gain extra points.

The concept behind this game is dated but it doesn't stop *Pacmania* from being immensely playable.

Graphically, the game is very good on the Master System, and altogether *Pacmania* is a simple enjoyable game.

**X-RATING: XXXX**

**Gameplay: 16/20  
Lastability: 11/20  
Presentation: 15/20**





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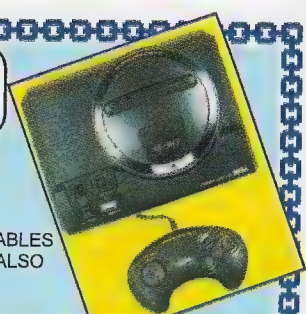
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This is the space in the magazine where you can advertise any bits and bobs that you don't want or need anymore.

If you're changing your machine or you've finished a console game then why not give other readers a chance for a bargain and make some cash in the process?

The only rules are that we do not accept adverts for software - either sales or swaps - on software formats that are copyable - that means disks and cassettes. So if it's software it must be on cartridge. Oh and no trade ads either!

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# Sneak Preview

## THE MIND POSSESSING ALIENS FROM HYPERSPACE

The mad scientist Doctor Spiff has discovered a way of bridging the gap between the space we know as being normal, and the limbo-like state of hyperspace. Although this is a marvellous scientific breakthrough, something is terribly wrong.

Your faithful friend Spiff, who the crazy doctor's assistant and, unfortunately, has been imprisoned within the realm of hyperspace by the doctor in a fit of madness.

He now no longer exists in our plane of existence and is effectively a ghost, doomed to flit between the two dimensions.

### ALIEN INVASION

Understandably distressed by his unfortunate lot of events, you set out to find a way of rescuing your imprisoned pal.

However, there's worse to come — a race of evil aliens are forcing their way through the portal between the time zones.

Aided by the deranged doctor, they are intent upon taking over the



One of the game's scary things comes on you with a large gun. What are you to do — run, or fight?

world and destroying all that lies in their path!

Now, able to your ironic and courageous tendencies, you have taken it upon yourself, not only to rescue Spiff, but also to rid the world of the aliens and attempt to close the portal.

This space-to-be released title from Demonware is more akin to games like Heart of China and Rise of the Dragon from Dynamic, than it is to P.P. Hammer and his Phenomatic Weapon.

Control in the game is accomplished by using a series of predetermined expressions and commands, which can be cycled through and selected.

### INTERACTIVE ADVENTURING

All interaction with other characters is done in a similar way and this allows you to ascertain all important facts and necessary places of information without having to fuff about dealing with an unfriendly parser.

Those of you who like the look of the art deco graphics with the Dick Tracy colour scheme, coupled with a whacky storyline, will have to wait until November before they can get their hands on it.

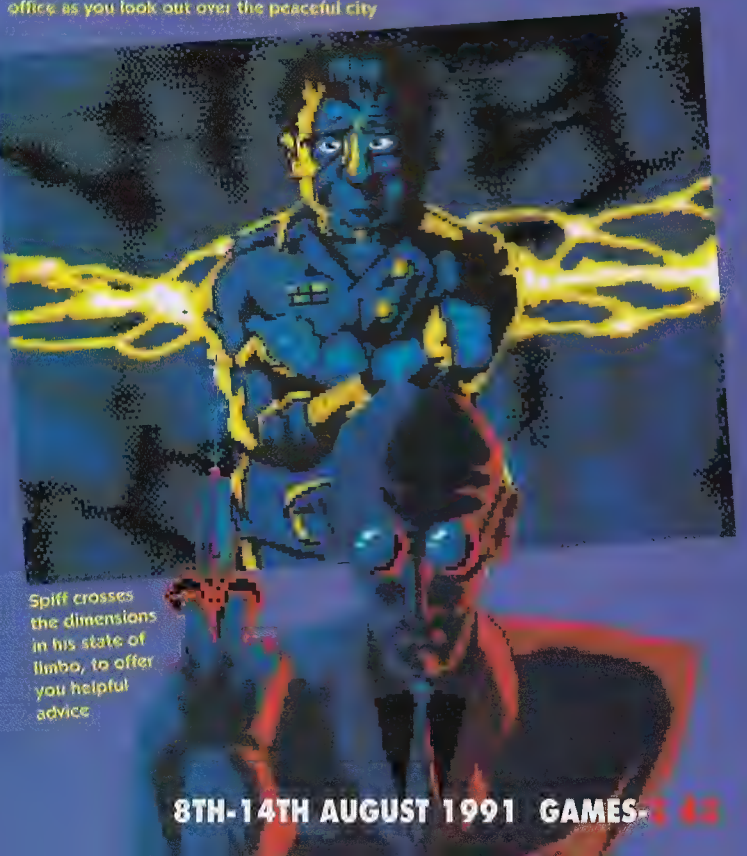
At the moment the game is under-going translation from German and will therefore take a while to be completed.

When finally unleashed, it will be available for the Amiga and the PC, with a C64 version to follow.

Moving away from the arcade style game, German based Demonware is now intent on proving its worth in the world of graphical adventures. The Mind Possessing Aliens From Hyperspace is the first release of this type and looks set to be a real challenge.



The television crackles in the corner of your office as you look out over the peaceful city.



Spiff crosses the dimensions in his state of limbo, to offer you helpful advice.

German based software house Demonware is currently shifting emphasis away from its purely arcade-style games towards more strategically orientated titles. This new project, currently under the working title of Starlight Voyage, incorporates both strategic and arcade elements.

**T**he human race has made yet another cock-up. Having created a complete mess of the Earth, to the point where it became uninhabitable, everyone packed their bags and moved on to another planet.

Predictably, the Earth's population learned nothing from its previous mistakes and the humans have managed to completely destroy their new home as well.

The only other known habitable planet in the galaxy is believed to be in a quadrant of

space a number of light years away. The last hope for the human race is to pile into a huge mothership and make the long journey to this promised land.

In order to complete the voyage, all the human survivors have volunteered to be placed in suspended animation and stored in cryogenic 'coffins' within the ship's hold.

Unfortunately, the drug which is used to induce the 'freeze' has a rather unpleasant side-effect - it wipes out the memory and personality from the subject's mind, leaving them an empty shell.

This side-effect was well-known to all the boffin types, so to counteract the effects, a computer was developed, capable of storing personalities.

When the people were frozen, the contents of their minds were saved in the memory of the computer, ready to be re-transplanted upon their revival.

Everything on the journey was going really smoothly indeed, until a group of aggressive aliens decided that they would like to wipe out the whole of the human race in one fell swoop.

Not a particularly friendly

# Sneak Peak STARLIGHT VOYAGE



Initially, your hangar will be full of scout ships. You can manufacture these as well as all the weapons they carry

way of starting an interplanetary relationship, eh?

To ensure this doesn't happen, you will have to revive certain crew members and equip them with personalities suitable for the task you wish them to perform.

For example, you could find yourself a large, muscularly brute and then equip him with a mind possessing an IQ of 200.

## THE LONELINESS OF THE SPACE PILOT

The computer has full control of the personality traits and, if necessary, will allow you to 'edit' by borrowing elements of people's egos.

It would be possible, therefore, to build the perfect fighter pilot by taking a strong body and adding fast reactions,

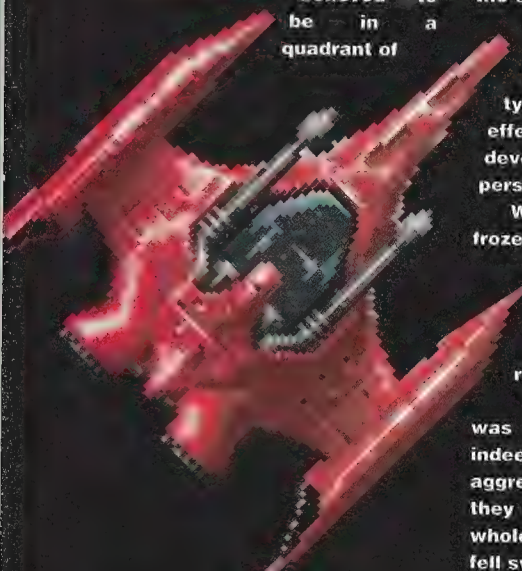
making that person both courageous and aggressive.

Maybe a little unethical in principle, but I'm sure no one would mind you borrowing their personality for a few hours!

Having created a crew, you must then ensure that your ship reaches its destination, by fending off the meanies and exploring throughout your environment. As the aliens continue their onslaught, you will have to find resources and develop weapons and other technological wonders to assist you.

On planets that you pass you will find certain resources which can be taken to the laboratory.

Here you will have to work out what each element does and what



Thawing out your crew is the only way to get things done. Select the body and then choose a personality to assign to it




Producing important materials and objects must be done in the manufacturing plant. Find out which raw materials you need and you'll be well away!



Each of the various types of ship behave differently, so you must assign them to different missions accordingly



 The holidays are here! The sun is shining and that age-old feeling of vacating the office to catch a few rays is coming on with a vengeance. Don't forget if you're going away on your hols to send your Unc a postcard. Write to: X-IT, Games-X, Europa House, Adlington Park, Macclesfield, Cheshire SK10 4NP.

# X-IT

## AND IT RHYMES

There was a daft wally called Roy, who decided to buy a Game Boy. But he played with dismay and then chucked it away, saying "what an expensive naff toy!"  
**Radio Celeb, Hull.**

I won't print your address, Mr Celeb since I'm sure you have no great desire to be accosted by thousands of faithful Game Boy owners.

## LUX LETTER

I don't usually read my brother's computer magazines, but the picture of the hunk on the front of issue 12 (substantial lack of taste, Yvonne - Unc) made me have a quick look inside. I was very impressed especially with your letters page, Unc. (You old flatterer, you! - Unc) (And don't you just love it? - Doc)  
I know I live nearly on the other side of the world (Luxembourg? - Unc) but could you send me a T-shirt?

I have a solution to your ugly pictures problem - just don't print them.

That goes for mine as well. (I'd have a job, you didn't send me one! - Unc)  
**Yvonne Reilly, Luxembourg.**

If no one sends me in piccies how can I have any fun in life - I can't sit looking at Brian all day for my jollies!

If you send me in your photo Yvonne you may have a T-shirt, but not until.

## I'M SCOTTISH



I'll have to stop buying the mag if you don't provide more reviews and compos for the CPC. What do you think of these ideas?

Start a club - I'll be the first! Give us more game artwork posters and let's have loads more compos.

Don't take the mickey out of Scottish people because I'm Scots!  
**Gordon Gallaher, Bury.**

With a name like that I'd never have guessed you were Scottish. Och, I take the Michael out of you all, not just those north of the border - anyway if

## HOME TOWN



Do you think you could have a free cheats and tips booklet mounted on the front of your mag? (I thought we already had inside the magazine! - Unc)

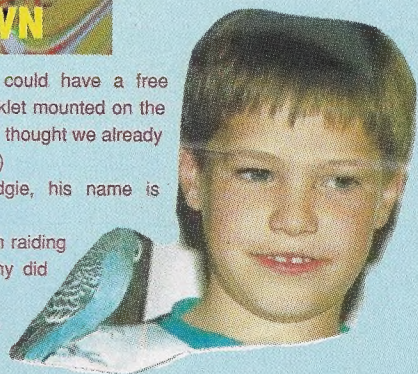
I hope you like my budgie, his name is Skipper.

Games-X is definitely worth raiding the old piggy bank for, but why did you have to put the price up?

**Chris Mathieson, Gosport.**

I thought I recognised your piccy, Chris. I was brought up only a few yards from your house (Albemarle Avenue) and my grandmother still lives close by, so I visit her most weekends - must have seen you around the streets.

The reason for the price rise was pure simple economics. We want to bring you the best mag money can buy each and every week, but we needed extra staff to do it - 10p on the price has allowed us to do just that!



## SELF INDULGENCE



Could you tell my friend that Games-X is at least a million times better than any other games mag. Send me a T-shirt while you're at it!  
**Koith Ashurst, Newbiggin-by-the-Sea.**

Do you happen to know Morgan Burt from the last issue's X-it? He comes from Newbiggin too - similar looking school uniform as well!

I've made the decision that I'm going to indulge myself with at least one bit of Games-X fan mail each week. You want a T-shirt old son - you can have one.



Scotland's so good, why don't you live there?

What kind of club do you want to start? Stamp collecting and charabanc - look it up in a dictionary! - spotting would be my favourites. Maybe a real ale club as well!

I thought we gave you enough compos! Competitions in Games-X tend to be of general interest rather than machine specific, so don't expect any just for the CPC.

## MISSING

HAVE YOU SEEN THIS MASK?



Please give us our son, Mile Mask, back to us because we miss him terribly.

**Mr & Mrs Mask, Wisbech.**

We'd love to send him back to you, but he just won't go! Said something about having fun assaulting various members of the reviewing team, as he scuttled away from a very shaken John Davison.

When I catch the blighter you'll get him back, for sure!

## PRICE WISE



In my friend's American games magazine it had an advert for a Game Gear and a Game Boy. (Exciting stuff! - Unc)

The Game Gear was priced at \$80 and the Game Boy was \$40, yet in issue 11 you quoted the prices at \$159.99 and \$89.99. Which is correct?

**Carlos Roman, London.**

The prices quoted in that article were the official recommended retail prices of Nintendo and Sega in the States. Those in your friend's mag were probably nationwide retailer type prices, which are often far cheaper than the RRP, just look in a UK mag!

## SPECCY MINCE

I think that your mag is cool except for one thing - everyone in taking the mince out of the Speccy. ('Spouse it is a bit of a tart - Doc.)

Don't laugh (would we? - Unc) but I

have a Nintendo and a Spectrum +3. (Isn't life a real ratbag? - Doc) I'm thinking of getting a another computer or a Sega soon, so please send me a catalogue of computers, consoles and games.

**Claire 'gees a T-shirt' Jurecki.**

I don't know where you lot get the idea that we're mincing the Speccy - be fair, I make fun of everything and everyone!

We are not a mail order distributor so if you want a catalogue write to one of the companies in our advert pages.

## CV CITY



I'm 13 and my hobbies are computers, motorbikes and sport. I own a C16 and an NES, and I think the free Game Boy in a packet of Quavers is a bit of a con. I've had 21 packets and have not won a thing.

The reason I keep getting Quavers is cos I need a hand held to play at dinner time in school. (I thought you were a sporty little chap - Unc.)

**Shane Watson, Skelton.**

One of our news editors, Nick 'Crispy' Clarkson, won a free packet of Quavers in a packet of Quavers this morning. Last week my mum won a Game Boy and I got a free sticker and a second chance - so life isn't that bleak is it?

I worked out that if you had saved the money you spent on Quavers you would now have been one-sixteenth of the way to owning a Game Boy.

Thanks for the CV at the beginning of your letter, but you didn't say what your favourite food was!

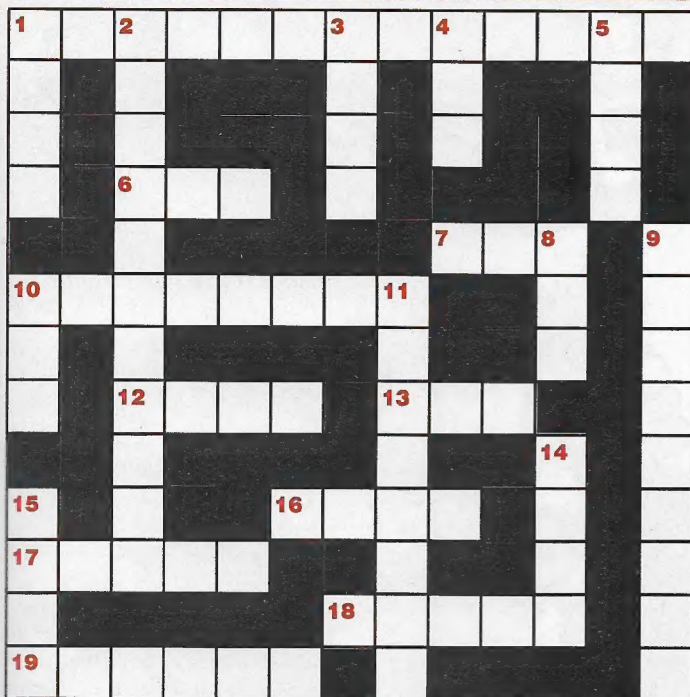
Why does the hat say "DAMN SEAGULLS"?

## CON 'EM

The Ancient Art of Conning your Parents:

- 1 - Aim for the mentally weaker of the two.
- 2 - Tell them how much you love them.
- 3 - Show them leaflets about the required item.
- 4 - Say how good it is.
- 5 - List the add-ons for it and tell them how much fun they could have with it.

## THE GAMES-X CROSSY



### ACROSS

1. Creator of the Battlescapes games (2, 5, 6).
6. The game of evolution (3).
- 7 and 8 Down. One of Baron von Blubba's opponents (3, 3).
10. The Micro's newest Rodents (8).
12. \_\_\_\_ Lives, a feline game (4).
13. The state of the lands in this Tengen overhead racing simulation (3).
16. The sequel to X-Out (4).
17. Winning side in this re-released US Civil War game (5).
18. Shadow of the \_\_\_\_ (5).
19. Similar to the balloon-busting Pang but includes a space suit (6).

### DOWN

1. The daring, of Dragon's Lair fame (4).
2. Conquer islands in this much acclaimed game by Bullfrog (11).
3. Mr Dangerous (4).
4. Ezra Sidran's war machine (3).
5. These came from the desert (4).
8. See 7 across.
9. This VIP is missing (9).
10. What you should let sleeping Gods do (3).
11. 'Flick to kick' with this Electronic Zoo based game (8).
14. \_\_\_\_ Vs West (4).
15. Famous for its pixel perfect soccer simulations (4).

Stuart Hardy of Sheffield sent us in this crossword to tease the budding intellectuals among you. Not a bad attempt Richard – a T-shirt for your efforts!

6 – Crawl quite a bit.  
 7 – Wait a week.  
 8 – Ask for said item.  
 9 – If answered no, continually pester and enlist little brother/sister's help.  
 10 – Take delivery of item.  
 PS it works every time!  
**Barry 'call me Caroline' Donovan, Cheam.**

Thanks for the scroll, Barry, bet you used up a lot of matches making it look odd.

If that lot actually works, you can call me strange and I'll give the Doc a kiss! What's more I'd even give you a T-shirt, but oh so sad, you didn't give me your address.

### HELP ME!

Can you help me? (We only serve to please – Unc.) (Who are you trying to kid! – Doc) (Bog off! – Unc)

I am part of an up and coming Amiga demo group, who are on the

lookout for coders. We need two quite urgently otherwise our group will never get off the ground.

**S Beresford, Barnoldswick.**

That's even better than Newbiggin – I wonder who Barnold was?

Hope that will serve your cause S Beresford, send your demos in when you've done some.

### OUTER LIMITS...

Don't some of you live in wonderfully named towns. I think I'll give a T-shirt to he or she who comes from the weirdest sounding place name – let's hear from you! What I want to see is a photo of you standing by a signpost with the name. Does anyone reading this mag come from Llanfair... llantysiliogogoch? Bet you can't fit that one in a single photo! Come on, get snapping!

# NEXT ISSUE

out Thursday 15th August

★ Ten Game Boys to be won in our mega Quavers compo

★ Games-X gets the exclusive sneaky peeks at both Death Bringer and Gunship 2000

★ Jason Spiller goes behind the scenes at the Storm HQ



Storm's Final Blow is due for autumn release

★ Console

Connexions is set to thrill once again and includes a fab Afterburner II review on the Mega Drive plus much more on your machine

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